HIRWARD'S TASK — A wizard in need . . .
THE KAPPA OF PACHEE BRIDGE — An *Oriental Adventures* encounter
THE STOLEN POWER — Dark cults and infinite magic
Dungeon™
ADVENTURES FOR TSR® ROLE-PLAYING GAMES
MAY/JUNE 1987 ISSUE NO. 5
$3.75
0 46363 19545 8

Dungeon™

ADVENTURES FOR TSR® ROLE-PLAYING GAMES

MAY/JUNE 1987 ISSUE NO. 5

COVER: A powerful air elemental lays waste to the underground fortress of a mighty wizard. Robin Wood has captured the first meeting of the sorcerer with his nemesis in this month's cover painting.

. . . but first a word from the editors:

WHOA!

Readers need not fear that DUNGEON™ Adventures will ever lack for adventure, because we are currently flooded with modules for the AD&D® game system, with a fair share of D&D® Basic and Expert game adventures as well. If you are considering the possibility of sending us a proposal for a long adventure, be warned that your module's chances for acceptance are very, very slim. We recommend that you wait for at least six months before contacting us about your adventure.

On the other hand, if you feel your adventure is very short, exceptionally good, or covers an area that DUNGEON Adventures has never approached, you may submit your proposal — but, again, we *do* have a *lot* of modules.

That's all from me. Barbara Young, who does most of the real work around here, has a few thoughts below. — *RM*

I was thinking about how to edit a module for an upcoming issue of DUNGEON Adventures when a bright light suddenly went on above my head. (Pete, our maintenance man extraordinaire, had turned the power back on after rearranging the walls of my office again.) The thought came to me that perhaps not all DMs had the six AD&D game reference volumes referred to in the short module I was considering. I began to think about just what we *do* expect DMs to have available in order to successfully run the modules in DUNGEON Adventures.

DUNGEON Adventures is a magazine quite unlike most others. It doesn't just sit there like a lump; it's interactive. While you *can* enjoy just reading it, the contents are meant to be played.

(continued on page 32)

PUBLISHER: Mike Cook
EDITOR: Roger E. Moore
ASSOCIATE EDITOR: Barbara G. Young
EDITORIAL ASSISTANTS: Robin Jenkins, Eileen Lucas, Georgia Moore, Patrick Lucien Price
ART DIRECTOR: Roger Raupp
CONTRIBUTING ARTISTS: Diesel, Jim Holloway, Valerie Valusek, Roger Raupp, Richard Bennett
PRODUCTION ASSISTANTS: Marilyn Favaro, Gloria Habriga
SUBSCRIPTIONS: Pat Schulz

The Readers — LETTERS 2

Edward P. Bromley III — THE ROTTING WILLOW
(ADD 7-9) This roadside stop could well be your very last. 4

Laura Ferguson — LADY OF THE LAKE
(ADD 1) Even ladies in distress aren't all that they seem. 11

Robert Kelk — THE STOLEN POWER
(ADD 1-3) A missing tome, a trail of clues, and an unusual cult. 19

Jay Batista — THE KAPPA OF PACHEE BRIDGE
(ADD-OA 2-5) An unusual visitor who likes villagers — medium rare. . . . 28

Andrew McCray — THE TROUBLE WITH MYLVIN WIMBLY
(DD 1-3) A midnight encounter with a halfling guerilla and a vengeful magic-user. 33

Tom Hickerson — THE EYES OF EVIL
(ADD 10+) A promise of adventure and riches, with a hint of total annihilation.. 39

Rich Stump — HIRWARD'S TASK
(ADD 4-7) Hirward the Wizard has a little problem on his hands — and it's destroying his fortress, followers, and future. 45

What matters it how far we go? his scaly friend replied. There is another shore, you know, upon the other side.

The Mock Turtle
Alice's Adventures in Wonderland, Lewis Carroll

LETTERS

Dear editor:

I subscribed [to DUNGEON™ Adventures] right off. The advertisement said "first all-adventure publication for AD&D® and D&D® game enthusiasts! Adventure for everyone from 1st level fighters to the mightiest lords and wizards." Out of the first three issues, I have seen a whopping two D&D Basic game adventures! Why? I subscribed hoping to get some D&D game modules, since they are so few, but if I don't get any more D&D modules than I've seen so far, I will not renew my subscription.

Ricky Riddle
Fort Worth, Texas

Only 10 percent of the proposals we receive contain ideas for D&D modules at any *level. We are just not receiving enough well-written, well-designed D&D adventures. Our standards are not any lower for D&D modules because they are scarce. To publish less than our best would be unfair to our readers. We currently have Basic- and Expert-level adventures scheduled for this and upcoming issues, however — perhaps the tide has begun to turn. Stay with us!*

Dear editor:

I still prefer more and shorter dungeons over the longer ones. Among other things, this gives something for everybody.

Falcon's Peak [issue #3] has a part where two low-level fighters will be trapped with a wight. I was rather surprised when I found they would be heavy favorites to win, but even so, these characters can be expected to lose a level while their companions are dealing with a mage upstairs. I would think the DM should be encouraged to award all the wight experience points to those two, not the entire party, whereas the mage experience points should be divided among the whole party since the two had to be targets of the mage.

The mage, by the way, behaves rather foolishly. Rather than using his wand, which damages only one individual per round, he has *hold person* and *web* memorized. Either might produce a first-round victory or at least leave him with less to deal with. Defensively, the mage has *shield* and *mirror image*, and enough time to cast them before the party can come through the door. He apparently doesn't think of this, yet it is automatic with most mages I have seen run.

The encounter with the dust pit in *The Book With No End* is a poor encounter. The PC is given too little chance to deal with it. Indeed, a method that ought to work, throwing a rope, is expressly rejected except under conditions that the average party would not be aware of until they had lost a member.

Regarding the crystal spider's poison: It is to be presumed that *slow poison* and *neutralize* poison work normally, at least until crystallization sets in. It seems likely that, in the early stages of crystallization, other spells, such as *cure paralysis* might be allowed to save the victim.

The end of the module (now that you have killed one vampire, you get to take on four) is poor. This part should be left off or developed more.

In *Escape from the Tower of Midnight*, the escaping thieves will naturally be rabid in their attempts to convert anything into weapons. Thus, the module must detail what each room contains and what these weapons can do in damage. But such weapons are not mentioned, even when they must exist. The torture chamber surely has knives, whips, chains, and a variety of tools that can be used as weapons. None are mentioned. Sleeping quarters should contain weapons, but only the magic ones are listed. The players will be pestering the DM for possible weapons, and the module just remains silent.

On the subject of weapons, Cell P contains a minotaur that does damage only by weapon type; however, he has no weapon and is most unlikely to get one. A figure for damage that this fellow can do with his bare hands is needed.

Trouble at Grog's states "all the conspirators' magic items and mundane possessions become theirs." This is serious overpayment. For some relatively minor actions, a PC could quickly become 2nd level. The conspirators have at least 11 magic items (well more than their levels justify), including two *rings of protection*. The treasure at Dagger Rock should also be scaled down or provided with an appropriate guardian. One possible idea: The items are all cursed with a *geas* to return them to their owners, a nice start for more adventures, especially since the PCs have no idea who the original owners were.

The mystery itself seems light, and perhaps the clues are not the best. Still, the players should blunder into the solution. Overall, I deem this probably the best of the four this time.

David Carl Argall
LaPuente, California

DUNGEON™ Adventures (ISSN 0890-7102) is published bimonthly by TSR, Inc. The mailing address for all material except subscription orders is DUNGEON Adventures, P.O. Box 110, Lake Geneva WI 53147; the business telephone number is (414) 248-3625. Individual issue price is $3.75. DUNGEON Adventures is available by subscription throughout the world. Subscription rates via second-class mail are as follows: $18 in U.S. funds for one year (six issues) sent to an address in the U.S. or Canada, $35 in U.S. funds sent by surface mail to any other address, and $52 for one year sent to any other address. Payment in full must accompany all subscription orders. Payment should be by check or money order, made payable to TSR, Inc., or by charges to valid MasterCard or VISA credit cards. Send subscription orders with payments to: TSR, Inc., P.O. Box 72089, Chicago IL 60690. The issue of expiration of each subscription is printed on the mailing label for each subscriber's copy of the magazine. Changes of address for the delivery of subscription copies must be received at least six weeks prior to the effective date of the change, in order to assure uninterrupted delivery.

A limited number of back issues of this magazine are available from the TSR Mail Order Hobby Shop, P.O. Box 756, Lake Geneva WI 53147. For a copy of the current mail order catalog, write to the mail order department at the above address.

All material published in DUNGEON Adventures becomes the exclusive property of the publisher, unless special arrangements to the contrary are made prior to publication. DUNGEON Adventures welcomes unsolicited submissions of written material and artwork; however, no responsibility for such submissions can be assumed by the publisher in any event. Any submission accompanied by a self-addressed, stamped envelope of sufficient size will be returned if it cannot be published. Please write for our writers' guidelines before sending a module to us; send a self-addressed, stamped envelope (9½" long preferred) to: Module Guidelines, DUNGEON Adventures, TSR, Inc., P.O. Box 110, Lake Geneva WI 53147.

DUNGEON is a trademark for the TSR role-playing adventure periodical published by TSR, Inc. All rights to the contents of this publication are reserved, and nothing may be reproduced from it in whole or in part, without first obtaining written permission from the publisher. Copyright ©1987 TSR, Inc. All Rights Reserved.

AD&D, ADVANCED DUNGEONS & DRAGONS, ADVANCED D&D, AMAZING, D&D, DRAGON, DRAGONLANCE, DUNGEONS & DRAGONS, FIEND FOLIO, and TSR are registered trademarks owned by TSR, Inc. GEN CON and RPGA are service marks owned by TSR, Inc. BATTLESYSTEM, BLACKMOOR, DEITIES & DEMIGODS, FORGOTTEN REALMS, GREYHAWK, POLYHEDRON, WORLD OF GREYHAWK, and the TSR logo are trademarks of TSR, Inc. Copyright ©1987 TSR, Inc. All Rights Reserved. LANKHMAR is a trademark of Fritz Leiber and is used under license with Fritz Leiber.

Application to mail at second-class postage rates is pending at Lake Geneva, Wisc. Postmaster: Send address changes to TSR, Inc., P.O. Box 110, Lake Geneva WI 53147.

As you can see from this issue, we're trying to run more (and shorter) adventures. Again, we can only print what we receive.

Because the modules in DUNGEON Adventures are (by necessity and by request) shorter than those you can buy off the shelf, suggestions for how the DM can continue the adventure are frequently included. The vampire hunt at the end of "Kingdom in the Swamp" is only one such suggestion. It is not developed in any greater detail because its use is up to the DM. Feel free to have your adventurers go about their business instead of accompanying Candor back to the native village.

The minotaur in "Escape from the Tower of Midnight" had his horns and teeth removed, negating damage from butting or biting attacks. If the DM would like statistics for damage with fists, try two attacks per round doing 2-5/2-5 points of damage. It was never intended that the PCs in Trouble at Grog's *would be guaranteed to receive every possession of the conspirators. They only get to keep what they find or win. As always, the DM is the final arbiter of how much is too much in his or her individual campaign.*

Dear editor:

After reading DUNGEON Adventures #4, I have to say that *Fluffy Goes to Heck* was a nice addition to my campaign. It broke the usual adventure mold.

I also have one question about renewals. On page 2, the subscription rate is $15.00, but on the back cover, it is $18.00. Which is correct?

Stephen Raybould
Chester, Virginia

The $15.00 special rate was offered in our first issue. The wrong figure was inadvertently run on page 2 of issues 3 and 4. The correct amount is $18.00 for a one-year domestic subscription. We will be carefully reading the fine print on page 2 of each issue to make sure this stays corrected. Thanks for pointing out this problem.

Dear editor:

I am writing at this time to express my dismay in the direction DUNGEON Adventures may be headed. Over the course of the last couple of issues of both DUNGEON Adventures and DRAGON® Magazine, I've read letters from other people trying to encourage you into publishing modules besides the standard D&D and AD&D format. I'm sorry, but I must disagree with these people. When I subscribed to DUNGEON Adventures, I was under the impression that this magazine was to hold true to printing only D&D-related adventures. I was also hoping that one module in each issue would be based for over 10th-level adventuring, not 6th-9th level or lower. I'm sure there are plenty of other subscribers who must feel the same as I do about this overall situation.

I apologize if I seem so narrow-minded, but the day you publish anything else besides D&D and AD&D modules is the same day you can strike my name from the subscription list.

Donald Ball
Castlegar, British Columbia

It is highly unlikely we will be publishing modules based on any but the D&D and AD&D game systems. We won't swear an oath in blood, but we have no plans to expand the format of DUNGEON Adventures now or in the forseeable future.

The editors hope you enjoy "The Eyes of Evil" in this issue. We have several more adventures for characters of 10th-level and higher coming up. DMs, of course, should feel free to revise any adventure to suit the level of their group, by adding or subtracting traps, treasure, monsters, and NPCs.

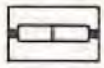
Quick Fix

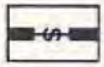
John Nephew, author of "Kingdom in the Swamp" (issue #4), points out that there is a misplaced encounter number on the map on page 7 of that issue. Encounter 3 occurs on the northeast tip of the island which is Kenither's kingdom.

MAP SYMBOLS

These symbols are used on most maps in DUNGEON™ Adventures.

DOOR


DOUBLE DOOR

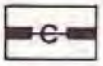

SECRET DOOR

ONE WAY DOOR

FALSE DOOR

LOCKED DOOR

ARCHWAY


CONCEALED DOOR

BARRED DOOR

PORTCULLIS OR BARS

ONE WAY SECRET DOOR

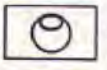
WINDOW

ARROW SLIT

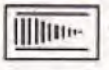
FIREPLACE

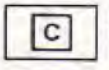
COVERED PIT

OPEN PIT

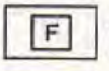

FOUNTAIN

SPIRAL STAIRS

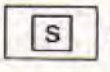

STAIRS



TRAP DOOR IN CEILING



TRAP DOOR IN FLOOR



SECRET TRAP DOOR

THE ROTTING WILLOW

BY EDWARD P. BROMLEY III

Tree houses are not just for kids.

Artwork by Jim Holloway
Cartography by Diesel

Edward Bromley is a corporate paralegal in New York City. He graduated with a BA in economics from Hobart College in 1985. This, his first published work, comes from his campaign world. The scenario is an adaptation of an adventure of Dorian, his wife Lorethra, Ebeneezer, and Jethro.

The Rotting Willow is an AD&D® game adventure for 4-6 player characters of 7th-9th level. These characters may be of any class, race, or alignment, although characters of good alignment have added incentive to rid the world of the evil depicted herein. The characters should possess only a low to moderate amount of magic, as too much will throw off the balance of the scenario. The Dungeon Master should pay particular attention to the viewpoint of the antagonists: three boggarts.

For the Dungeon Master

This scenario is designed to be used as the player PCs travel from one adventure to another, along the fringe of a swamp. The players should be given no introduction for the scenario. Treated it as an extended random encounter.

The adventure takes place in the village of Rotting Willow and the nearby swamp. The village lies at the intersection of two trade routes. One route follows the edge of the Great Cypress Swamp and is well traveled because it is shorter (although not safer) than larger trade routes. A smaller route runs east and west, ending abruptly where it meets the swamp route.

It is important that the DM does not alert the players that anything is amiss in the village. The townspeople do not know what name to give to the sometimes formless, sometimes eerily childlike evil that oppresses them. They are reluctant to discuss the boggarts' habits, or even existence, with strangers. This is partly due to local superstition, which holds that speaking of an evil draws that evil to the speaker. The residents are also practical enough to reason that unwary strangers may become the boggarts' prey, thus saving the life of a relative or friend.

As the PCs enter the village, they are viewed by the boggarts as likely victims for the latters' escapades. The boggarts are attracted by the strong life forces surrounding the characters, forces

which are vital to the existence and growth of the three boggarts (AC −6; MV 18"; HD 6; hp 35, 32, 29; #AT 1; Dmg 2-12; SA electrical discharge, *confusion;* SD *invisibility,* limited immunity to magic, limited *shape change;* AL CE).

The DM should have a complete understanding of the boggarts' viewpoint. They are evil, and they take great joy in deceiving creatures and feeding upon them. Although the boggarts appear to make a game of their attacks, success is important to their continued welfare. All three of the boggarts are extremely intelligent and should be played in this way. During the adventure, they try to show themselves in only demi-human forms — as gnomes, halflings, or very young humans. They attempt to deceive the party into believing that they are merely little thieves or mischievous children who need a spanking.

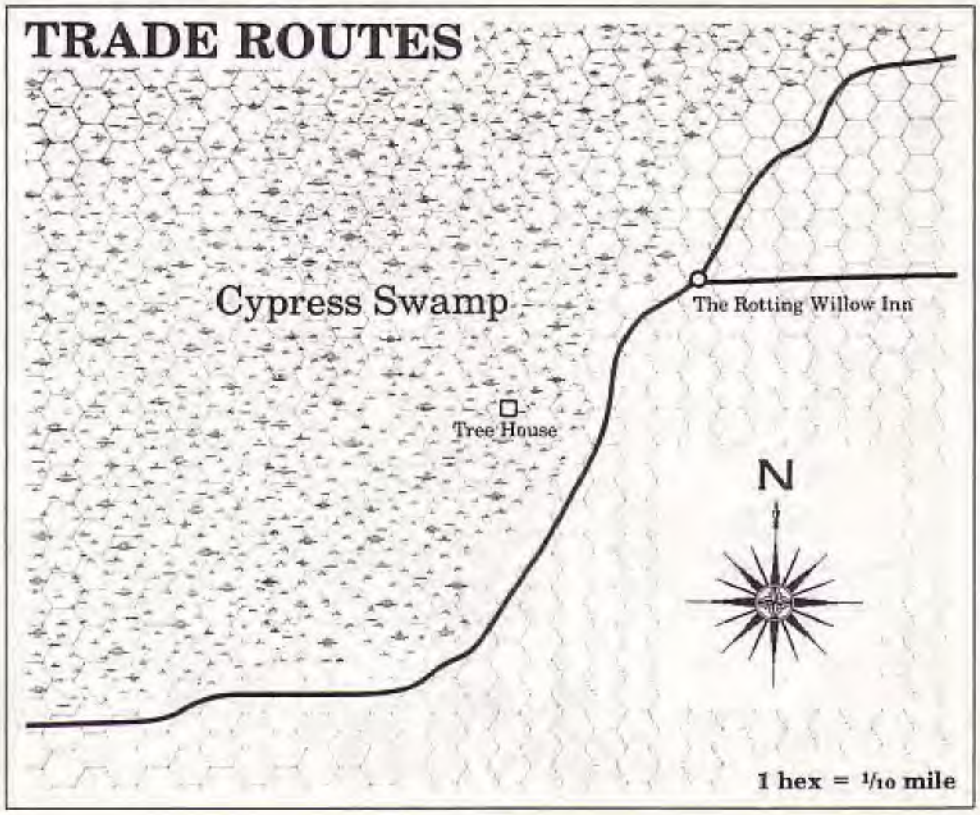
The boggarts never fight to the death. There is always easier (if less tasty) game elsewhere. If escape is needed, the boggarts won't stop for anything — they care little for objects of material value. They use will-o-wisp form to escape through the air. If party members have some means of flying, the boggart will-o-wisps pass through solid objects (walls, trees, etc.) to throw off pursuit. In escape, as in melee, the boggarts become *invisible* whenever possible.

The village's oldest dwelling is an inn named The Rotting Willow. The village was, in fact, named after the inn, which was established along the trade routes long before others moved here to form a community. The Rotting Willow is the only inn in the village and manages to stay in business with a rather small but steady flow of traffic.

The Village

The ramshackle village which has sprung up around the inn exists primarily to serve those few traders, mercenaries, and adventuring types who travel on the roadways. The village is approximately one day's travel from the closest town or city. As such, it is a convenient stopping place for merchants and travelers along the trade routes.

The village lies outside the jurisdiction of any country or governmental area. No system of law exists within the village; each establishment creates its own rules. However, many written and unwritten agreements exist between the permanent residents of the village.



There are usually 15-20 houses in the village, depending on the population, which is transient and can vary from 100-150 people. The dwellings are made of cypress wood from the trees of the swamp. The houses are shoddily built and rebuilt, prey to sudden storms which rage across the swamp.

Six of the village structures are of more permanent construction. These buildings and their occupants are described below.

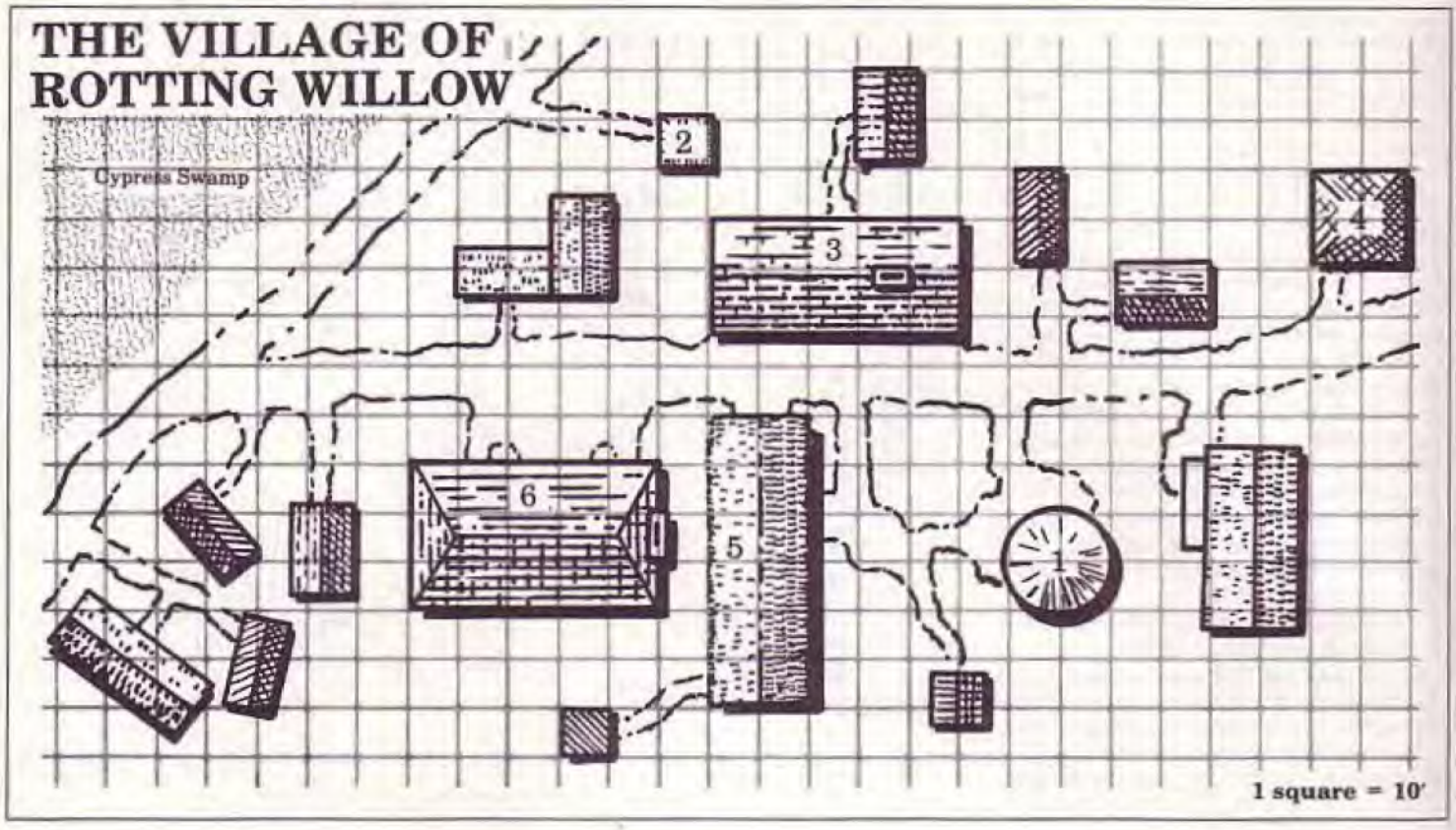
1. Gerold's Store. This is a one-room, circular building with a domed roof which rises 20' above the dirt floor below. The building is packed with odds and ends of all varieties, all of which are for sale or trade — even the hammock upon which old Gerold sleeps.

Gerold (AC 9; MV 12"; F5; hp 48; #AT 3/2; Dmg by weapon type; S 12, I 16, W 12, D 15, C 15, Ch 14; AL N; long sword specialization) is a wily old character who won't let anybody best him in a transaction. He's a retired adventurer who's had enough of wandering but is always willing to listen to a tale (but not if he believes he may be duped). The PCs have a 30% chance of finding any nonmagical item they need in Gerold's store. If the proprietor catches anybody stealing, he immediately executes the culprit. (Remember, each establishment in the town makes its own laws.) Most of the time, however, Gerold is lenient and allows the thief's companions to buy him back by paying a ransom of 10 times the value of the item stolen (plus the return of the item, of course).

Gerold does not allow children or other short beings to enter his store unless accompanied by an adult, preferably one he knows. He is very suspicious of dwarves, gnomes, and halflings and demands they wait outside unless the other PCs insist on their presence. If questioned about this policy, he only mutters something about "devil children" and "shapechangers."

2. Willy's Shack. Willy (AC 10; MV 12"; zero level; hp 4; #AT 1; Dmg by weapon type; AL CG) is a native of the area and the bottler of a rather tasty but infamous swampberry wine, from a recipe he shares with no one.

Several years ago, Willy made an agreement with Jebiah, the proprietor



of The Rotting Willow Inn, to supply the inn with wine at low cost. In turn, Jebiah helped Willy construct a dwelling and agreed to send all visitors who wish to purchase large quantities of swampberry wine over to Willy's place.

Willy slams his door in the face of any PC smaller than adult human size. If pressed to explain, he clutches a crudely made charm worn on a chain around his scrawny neck and clamps his lips tightly together while backing away from the halfling, dwarf, or gnome. Willy is virtually helpless against any form of organized attack. Jebiah, however, would not look favorably upon any character responsible for Willy's demise.

3. The Sunken Cypress. This building once housed a second inn, built in the heyday of trading on the swamp route. As the notoriety of the swamp route grew, due to unpleasant tales of certain swamp denizens, there was less need for two inns in the village. The Sunken Cypress was gradually transformed into a boarding house. Its owner rents out rooms for long-term stays if a vacancy occurs.

4. Relt's House. This is the only two-story structure in the village, except for The Rotting Willow Inn. The building is constructed of solid wood on a stone foundation. Relt (AC 10; MV 12"; zero level; hp 3; #AT 1; Dmg by weapon type; AL CN; long sword) is a retired trader whose previous deals made enemies for him in more civilized and populated areas. He infrequently ships goods which can only be found in the swamp. He is basically a recluse but sometimes hires a few of the villagers to help gather goods for one of his shipments.

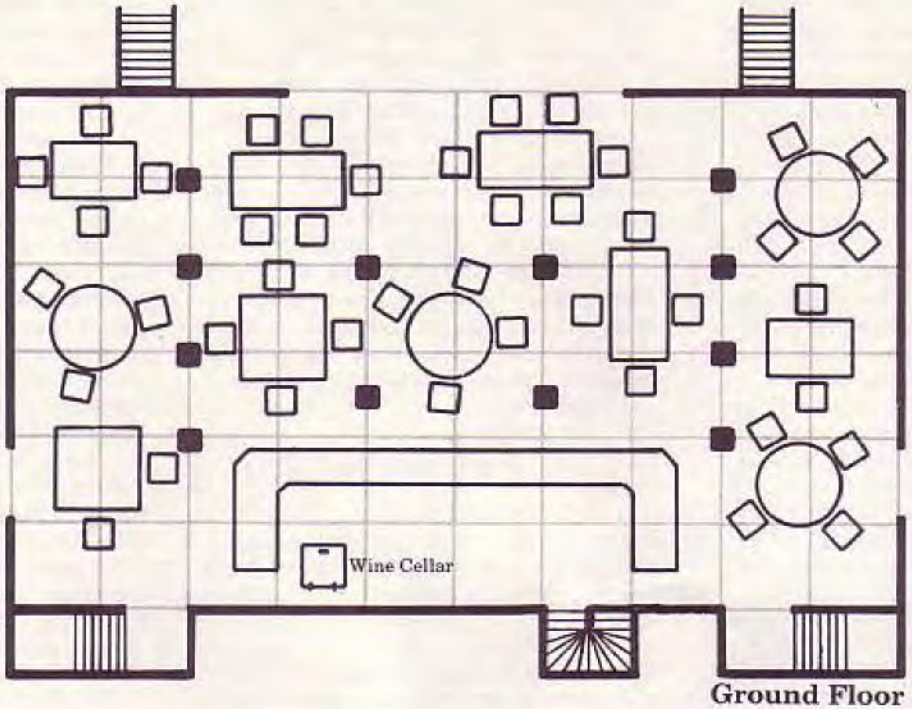
Relt's behavior toward strangers is distinctly odd. He stubbornly refuses to acknowledge the existence of any halfling, gnome, or dwarf, looking straight through them and not responding to any of their questions. He continually asks larger PCs, "Don't I know you?" and "Haven't I seen you somewhere before?" while looking over his shoulder nervously.

5. The Stable. This large structure houses the mounts and trade wagons of those who stay at The Rotting Willow Inn. A center aisle runs the length of the building, lined with stalls for the horses. Larger stalls for caravan wagons take up the north end of the building. At the south end is a room for Boswick, the owner (AC 10; MV 12"; F4; hp 26; #AT 1; Dmg by weapon type; S 15, I 11, W 10, D 14, C 14, Ch 11; AL LN; hammer), and Pip, his assistant (AC 10; MV 12"; zero level; hp 5; #AT 1; Dmg by weapon type; AL N; hammer). Pip is a poorly skilled blacksmith and has just enough ability to shoe a horse, using an anvil that stands outside the stable. Boswick tries to keep an extra horse or two for sale. These are usually riding horses, but he takes whatever he can get. In any case, the quality of the mounts is never above mediocre.

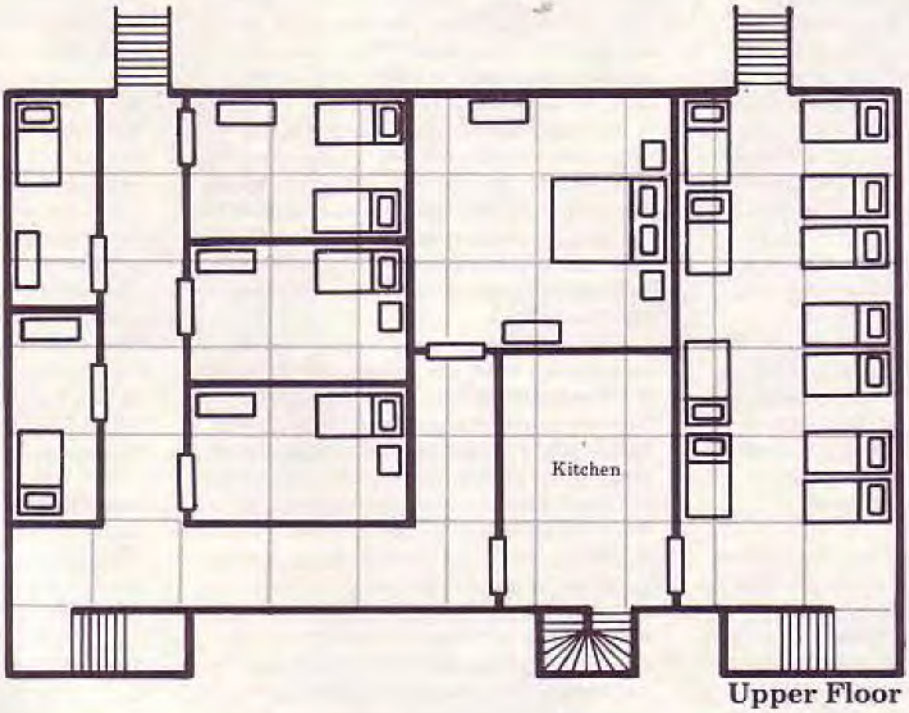
The stable owner asks that traders who leave goods with him post an extra guard or two at the stables for security. He will not, however, allow the PCs to leave any halfling, gnome, or dwarf of their number as a guard and is extremely reluctant to allow such a character near the horses. If questioned about this, he replies, "Can't trust 'em. You just never know."

6. The Rotting Willow Inn. All business and social activity in the town

THE ROTTING WILLOW INN



Ground Floor



Upper Floor

1 square = 1½'

centers on this inn. It is the largest structure in the village, two stories tall and as broad as it is high. The first floor of the inn is constructed of stone, sunken into the ground to support the wooden second floor. The three steps leading to the main entrance of the tavern are actually fragments of a monolith which the owner dragged from the depths of the swamp with the help of several friends.

The current proprietor of the inn appears to be in his mid-40s but moves with the body of a much younger man. Jebiah (AC 3; MV 12"; F9; hp 48; #AT 2; Dmg by weapon type; S 17, I 12, W 12, D 15, C 15, Ch 12; AL CN; double specialization in bastard sword; *bastard sword +3, shield +3,* chain mail armor) is a very strange character and has redesigned the inn to his whims. Every seat in the first-floor tavern area is close to an entrance or exit. In addition, numerous windows placed at eye level allow customers to look outside. None of the entrances or exits to the tavern area have doors; the windows are likewise just holes in the walls.

Jebiah is very possessive of his establishment and lets all new customers know that if they damage any part of the inn, they will pay out of their own hides. Considering his concern, it is puzzling that he tells visitors they are welcome to fight in his tap room. He does, however, insist on taking 10% of all valuables from anyone who is killed. Jebiah usually stays out of the affairs of others, but if necessary, he is not against inflicting control over rowdies with the help of his trusted bastard sword, "Stun," and three underlings (AC 5, 4, 4; MV 9"; F5, F4, F4; hp 40, 29, 26; #AT 3/2; Dmg by weapon type; AL N; long sword specializations and chain mail armor).

Jebiah is a semiretired adventurer. He is obsessed with rumors of old civilizations that once existed in the swamp, and he has done much adventuring therein but is very closemouthed about his past. He still ventures into the swamp on occasion, on unknown errands.

Jebiah spends much of his spare time brewing his own beer. As this is a hobby of his, there are often many different varieties of brew on tap. In addition, the inn serves a surprisingly wide variety of food, including packages of rations which he makes up for travelers when they leave.

The second floor of the inn holds the kitchen and a number of guest rooms. The large room on the east is known as "The Barracks"; it serves as a common sleeping room for those who wish to spend only a small amount of money on lodgings. The remaining rooms have beds for two to four people and are adequate but by no means luxurious.

Jebiah does not seem to share the other villagers' provincial prejudice against small demi-humans. His own adventuring experiences have given him a broader base from which to judge people. Besides, his open-air establishment allows him to observe the approaching PCs well enough in advance to decide by their interaction that none of them are "devil children" in disguise. He will not, however, discuss the village's problem with strangers.

The Encounter

The boggarts (while *invisible*) first notice the PCs upon their arrival at the village. They do not attack immediately, but they keep an eye on the adventurers, awaiting an opportunity to steal something from the party. The boggarts are intelligent and very patient. They wait for a good opportunity and do not take unnecessary chances. The boggarts do not need the opportunity of a true thief, since they are *not* hoping to be successful. They wish to be seen committing the theft so that the PCs are alerted and follow them.

An opportunity to steal something from the adventurers should be easy to find. Below are listed a few times when the DM should be particularly watchful:

Upon arrival in the village. The PCs may leave their horses and equipment inadequately guarded while checking out the town.

At the stables. If the PCs leave their saddlebags with the horses, their equipment may be stolen by the boggarts. If the adventurers take their saddlebags to the inn, the boggarts may attempt to steal a few of the horses. The boggarts will not steal, or even approach, a paladin's horse. (Such a horse, although it couldn't *detect evil,* would be too intelligent and powerful to control.) If the boggarts resort to horse theft, they take only one or two horses; more they cannot handle. The theft of a horse will be noticed by the owner of the stable, so the boggarts need not worry about making sure the party catches them in the act. The boggarts prefer, however, to steal an inanimate object, and wait patiently for such an opportunity.

Upon arrival at the inn. If the PCs leave their possessions in an unattended room, some of their belongings undoubtedly disappear.

While staying at the inn. The boggarts may attempt to steal something while the PCs are asleep.

If the boggarts identify one of the PCs as a holy warrior or the cleric of a good deity, they may perform a suspicious act in that character's presence in order to provoke retaliation because of their evilness.

Remember: The boggarts can become *invisible* and pass through solid objects to commit their crimes. They can assume the shapes of various demi-humans: halflings, gnomes, and small human children, but need not assume the same demi-human shape each time.

If the PCs do not offer a good opportunity, the boggarts simply do nothing at all. They wish to fight their battles on their home ground in the swamp, where they have the advantage. The PCs' visit to Rotting Willow then becomes only another immemorable stop along the way.

The Chase

Once the boggarts have successfully baited the PCs, they run down the roadway toward the west. The boggarts move at whatever speed necessary to insure that the PCs see where they are going but cannot catch up. If the adventurers have some form of transportation whose speed exceeds that of the boggarts, the boggarts immediately leave the roadway and take to the swamp. Here, on familiar pathways, they should be able to dictate the nature of the chase. The boggarts also enter the swamp if they are drawing heavy missile fire or spell attacks. At no time (unless the PCs give up the chase) do the boggarts allow themselves to get out of the PCs' sight for more than a few moments.

The DM may wish to add brief random encounters while the PCs are chasing the boggarts through the swamp. (The use of the temperate wilderness swamp and marsh encounter table on page 135 of *Monster Manual II* is suggested.) If the PCs are delayed by an encounter, the boggarts wait until the fight is over, then attempt to provoke the PCs into chasing them again. The DM should use random encounters sparingly to add spice to the adventure,

THE SWAMP
N
Differences in shading denote 1' changes in elevation.
F
D
E
A
B
Swamp path
D
A
B
C
A
1 hex = 10'

but not to demoralize the PCs or put them off the chase.

The boggarts attempt to lead the PCs to an area of the swamp chosen as their killing ground — a tree house built in an old cedar. Here, the boggarts set their trap. This tree house is not the boggarts' real home; it was designed to deceive their prey.

Regardless of the area in which combat occurs, the boggarts' tactics are basically the same:

First, the boggarts attempt to use their *confusion* ability. All three boggarts participate in this at the same time, to increase their chance of success. If possible, they wait until they can catch all of the PCs within the area of effect. The boggarts attempt to gain full cover or become *invisible* before initiating their *confusion*. It is important that the boggarts use their *confusion* ability to the best effect possible, as it may prove to be the key to their success.

After their *confusion* attack has been used, the boggarts use electrical attacks on those members of the party not *confused*. They first attack any character whom they recognize as a spell-caster and attempt to disrupt any spell-casting efforts. If it appears to be in their best interest, the boggarts gang up in an attempt to neutralize one character. When using their electrical attacks, the boggarts change to will-o-wisp form to avoid the weapons of the PCs. Armor-class adjustments for metal armor should *not* be used. All metal armor should be discounted when determining armor class for a PC versus the electrical attack of a boggart.

If the PCs are willing to chase the boggarts (in any form), the boggarts attempt to lead them into a quicksand pit or deep pool of water (especially if one of the PCs is wearing heavy armor). In addition, if several PCs are wading in a pool, the boggarts discharge electrical current directly into the water (see the *DMG*, page 57, "Underwater Spell Use," *lightning bolt*.) The boggarts' electrical discharge has an effective radius of only 10'.

The boggarts have a few magical items which they use: a *wand of magic missiles*, and five *beads of force*. The *wand of magic missiles* is used primarily to stop the casting of spells. The *beads of force* are used sparingly in attempts to neutralize any particularly effective PC. One of the boggarts carries the *wand of magic missiles*, and the other two split the *beads of force*. The boggarts use these items, especially the *beads of force*, only in extreme circumstances.

The Swamp

The huge swamp lies in a temperate area, somewhat like the marshy regions of the southeastern United States. The most abundant tree in the swamp is the cypress; for this reason, the area is often called the Cypress Swamp. These cypress trees, and others in the swamp, are often laden with Spanish moss and vines. Except across large pools of water, vision is restricted to 30-90' because of the heavy overgrowth. Game trails thread their way through the area, skirting pools of stagnant water and pits of quicksand. Most of the pools are no more than 1-2' deep. Below the water, however, lie 1-4' of soft silt. Numerous forms of wildlife live in the swamp, most of which have never been seen by the average traveler.

The boggarts know the swamp well, particularly the area immediately surrounding the tree house. They know which pools contain quicksand and which trails lead to dead ends. A ranger or barbarian character familiar with swamp environments can determine which trails are used by making a tracking roll. It should be noted, however, that several denizens of the swamp travel both on the paths and off. Thus, even trails that are dead ends to human types may simply be easier routes for the swamp denizens. Movement rates off the trails are reduced for PCs as noted below. The boggarts, of course, make use of their will-o-wisp form to move through the swamp at will.

The Tree House

The swamp map shows details of the area leading from the roadway to the tree house. If combat moves out of this area, the DM should design additional swamp areas as necessary.

A. Average pool. The depth of the water is 1-2'. Movement is possible through this area at half normal speed.

B. Deep pool (depth marked in feet). If more than 75% of a character is covered by water or silt, movement becomes impossible without assistance. This percentage may be modified based on armor type. Movement is otherwise at one-quarter normal speed.

C. Quicksand pool. A PC wearing no armor or leather armor can relax and float gently on top of the quicksand. He can then gently swim out of the danger area in one round. PCs who thrash about or who are wearing heavier armor sink out of sight in one round and drown one round later if not pulled out by someone on firmer ground.

D. Deep pool. If this area is searched, the PCs find the remains of several past victims of the boggarts. Nonmagical arms and armor found have rusted and are unusable. The DM should determine what monetary and magical treasure remains, if any (treasure type X from the *Monster Manual* is suggested).

E. Small footbridge. This bridge was built to allow potential victims access to the tree house. The depth of the water at either end of the bridge is only 1'.

F. Tree House. Wooden steps are nailed into the trunk of a large cedar and lead to a trapdoor in the floor of the tree house. Once inside, the PCs notice that the floor of this bare, 20' × 20' room is littered with the bones of past victims. In one corner lie the clothing, armor, weapons, and goods which once belonged to these unfortunate travelers. Buried in this pile are the victims' coins, gems, and magical items. It is up to the DM to determine what the PCs find here, based on the needs of the campaign.

Ending the Adventure

If the PCs are defeated, they become one more meal for the boggarts. Future adventurers may pass through this area in search of their comrades, necessitating another encounter with the boggarts — or with the will-o-wisps into which they have matured.

If the PCs drive away or kill the boggarts, the campaign can proceed, treating this scenario as a random encounter. The encounter can also be used as a stepping stone to further adventures in or around the swamp. Perhaps one of the boggarts' past victims had an old map or an interesting artifact that will get Jebiah's tongue flowing. He might then convince them to set off in search of a lost, ruined city at the heart of the swamp. Heads filled with visions of an entire civilization's gold and treasure, the adventurers might put aside their current business, turn their backs on the lights of Rotting Willow, and squish off through the swamp — into a new and perhaps more dangerous quest.

LADY OF THE LAKE

BY LAURA FERGUSON

Who is the dying woman? Where is the lake that can save her?

Artwork by Valerie Valusek
Cartography by Diesel

Not too many gamers can say they became involved in role-playing through the 4-H Club, as Laura Ferguson did. Although the 4-H Club didn't last, the AD&D® game is still a large part of her life. Laura juggles her schedule between homework, editing her high-school yearbook, and playing volleyball, with enough time left over to read and write fantasy. This is Laura's first appearance in DUNGEON™ Adventures.

Lady of the Lake is an AD&D game adventure designed for 4-8 characters of 1st level, to give novice players a feel for the game. Ideally, there should be at least a cleric, a magic-user, and a ranger in the party.

Adventure Background

The members of your party have only been acquainted a short time, brought together through common circumstances. All of you are newly graduated apprentices, each hoping to gain fame and fortune through adventuring. You are currently wandering through the hills and dales of the countryside with vague thoughts of trying your luck in the Syzygy Mountains, when adventure suddenly comes to you as you head north on a country road.

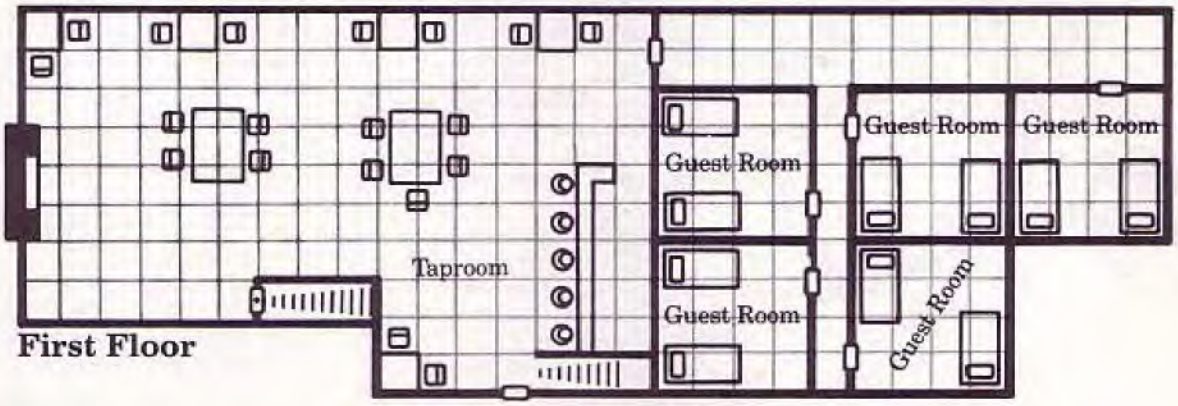
A lovely girl lies on the grass beside the road, bleeding from an assortment of wounds. She is simply dressed in a white cotton gown, now torn and bloodied. Bruise marks on her throat show where some form of heavy jewelry must have been torn from around her neck. The dirt road is covered with tracks, giving evidence of numerous attackers on foot. As you approach, the girl's eyes flutter open and she whispers, "Take me to Orb Lake. . . . Only its water can cure me. I beg you . . ." Her voice trails off as she falls back, unconscious.

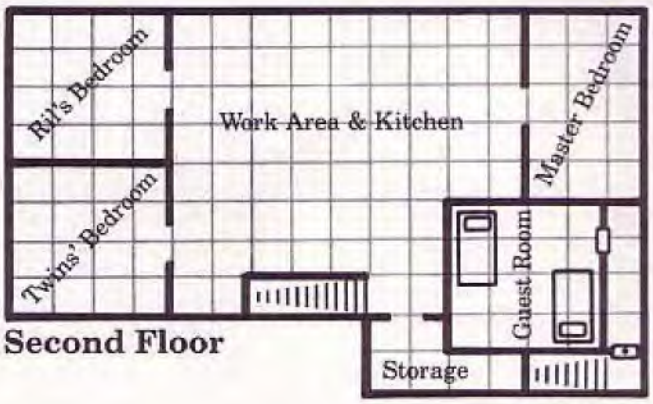
Unfortunately, you have never heard of this particular lake. However, there is a village called Gydnia a half-day's journey up the road. Perhaps someone there can tell you how to find Orb Lake.

For the Dungeon Master

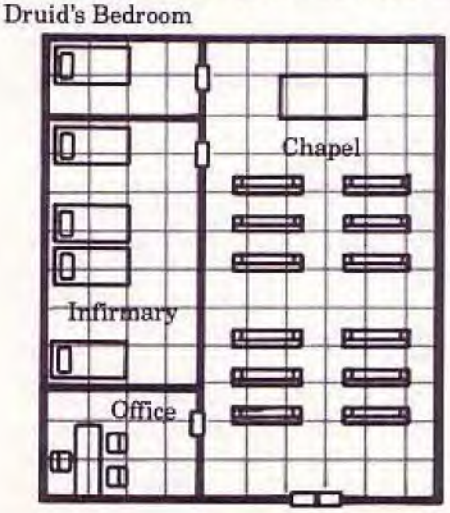
The party's attempts to heal the woman meet with failure if no magical spells are used (see below). A ranger can tell from the tracks that those who attacked

INN OF THE MIRTHFUL JESTER





TEMPLE OF FLORA



1 square = 5'

her were in the area only within the last hour, and may yet be in the area though no sign of them can be seen (again, see below for more information).

The girl is really a phantasm (AC 10; MV 6" (at best); hp 19, currently 1; see description at the end of the adventure) who was captured by a caravan of evil brigands. She managed to escape the corroded iron collar around her neck by banging it against a stone (hence the bruises) and started to run off. However, the alarm was raised, and the brigands' magic-user saw her and transformed her into a girl. That slowed her down considerably. When the brigands caught up with her, they beat her for her attempted escape and left her for dead. The sorcerer was not convinced that she was dead but held his tongue. Seeing the player characters in the distance, he conceived a wicked joke and left a magical necklace a little way down the road — a cursed *necklace of strangulation*. He reasoned that good people would be happy to return the girl's "property" to her (see below).

A *cure light wounds* spell brings the girl to consciousness, but she relapses and dies within two weeks if she does not reach Orb Lake. During those two weeks, she is a semi-invalid, though sometimes able to walk and speak. If a *cure light wounds* spell is not placed on her, she remains unconscious and dies in one week.

The woman does not know her name (phantasms don't have them) but accepts any name that the PCs choose for her. She can speak the common tongue but knows nothing else, perhaps leading the PCs to believe that she has suffered some memory loss. If questioned about how she arrived at the side of the road in her present state, she becomes very upset and hysterical, screaming about "bad men" and giving no other information. The *polymorph other* spell placed upon her has removed her ability to *plane shift* or use any other innate powers, though her 75% magic resistance is still in effect (the magic-user who *polymorphed* her was lucky). She cannot use the magic resistance roll while unconscious, however.

Movement rates on the road and in the streets of Gydnia are normal. Because there is no path to Orb Lake, only forest and mountains, the journey from Gydnia to the lake is at the speeds listed for rugged terrain (*Dungeon Masters Guide*, p. 58).

The Road to Gydnia

Roll 1d6 to determine the weather conditions during this adventure, rolling twice each day at dawn and dusk. Gydnia is only 10 miles north of the place where the woman is found.

1-3. Warm and clear weather.

4. Humid: extra water must be drunk to ensure normal movement (reduce movement to three-quarters normal otherwise).

5. Rainstorm: movement slowed to three-quarters normal for 1-4 hours.

6. Hot, humid, and swarming with bugs: PCs kept awake all night and itch under their armor on next day. Movement slowed by half.

A second die roll, made with 1d8, determines any random encounters with beings south of the Long River (see the wilderness map). Roll for encounters at dawn, dusk, and midnight; do not roll for encounters within Gydnia. If a 1 or 2 is rolled on the 1d8, an encounter occurs; roll the die again for the exact encounter:

1-2. 2-5 **deer** are seen (see "Ruminant Encounter" near the end of the adventure for details on deer).

3-4. 3-6 **brigands** (AC 8; MV 12"; F1; 1-6 hp each; #AT 1; Dmg by weapon type; AL CE; leather armor, short swords). See wilderness encounter 5 below for more details.

5-6. 1 **skunk** (AC 8; MV 12"; HD ¼; hp 2; #AT 1; Dmg 1; SA musk squirt; AL N).

7-8. Caravan tracks are noted by any ranger in the group. The tracks head into the woods, leading to wilderness encounter 5.

Only 200' north of the spot where the nameless woman was found, an expensive necklace gleams in the dusty road. If the necklace is placed about the girl's neck while she is unconscious, she screams and starts to claw at her neck; death is unavoidable for her at this point, occurring one round later. If the woman is conscious, she will try to keep people from putting the necklace on her (the memory of the iron collar is still quite strong). She says the necklace is not hers and urges the PCs to get rid of it, as she fears it might have come from the brigands and she hates anything having to do with them. The necklace appears to be worth 200 gp, although the most the PCs can get for it (if sold in Gydnia) is 50 gp.

This nasty prank can be undone if a ranger examines the tracks around the necklace, where it becomes apparent that someone dropped the necklace deliberately, coming to a full stop and walking away. The necklace itself is too light to have caused the throat wounds on the woman. The tracks left by the person who dropped the necklace end abruptly about 100 yards away (the magic-user cast a *fly* spell and has left the area).

The Village of Gydnia

Gydnia is a tiny village. Its 20 families worship at a druidic temple. The only commercial buildings in town are an inn and a blacksmith shop. None of the villagers knows about Orb Lake. They refer the PCs to the temple where "The Wise One is sure to be able to help you." Although the villagers are quite friendly, helpful, and sympathetic, no one will accompany the adventurers outside the village limits.

1. The Inn of the Mirthful Jester. The inn is small and tidy. The bar is its largest room, with 1-10 farmers and 0-5 travelers gathered there in the evenings; the rest of the day it is quite empty. There are six bar stools at the counter, two tables that can seat four people each, and five booths that seat two people each. The furniture is all of wood, and a cheery fire is reflected on the polished stone floor. (It is summer, but the fire is needed to warm a large kettle of hearty stew.) Lanterns provide light at night. A game of darts may be played on the corner dartboard for a mere 1 cp. The liquor supply is limited, though of good quality. Beer is 6 cp a glass, ale 9 cp, wine 3 sp, and homemade special cider only 2 cp. A dinner consisting of stew or game fowl with fresh vegetables and either plum pudding or fruit pie for desert may be bought for 9 sp.

The innkeeper, **Boswell** (AC 6; MV 12"; F2; hp 15; #AT 1; Dmg by weapon type; S 16, I 12, W 14, D 16, C 15, Ch 13; AL N), is 45 years old, with a barrel chest, black hair, and steel-gray eyes. He wears an apron over a white tunic and leather pants. On the middle finger of his right hand is a plain silver band (actually a *ring of protection +2*), and he keeps 2-20 sp and a long sword under the counter.

Boswell tends bar while his wife, **Dar** (AC 9; MV 12"; zero-level human; D 15, other scores unremarkable; hp 4; #AT 1;

Dmg by weapon type; AL N), waits on the tables and keeps the guest rooms tidy. She is in her early thirties, and her fragile appearance bears little relation to her energy level or ability to work long, hard hours in the family business. Dar shows great sympathy for the injured girl and allows the "poor lamb" to share her daughter Ril's room at no cost. **Ril** (AC 10; MV 12"; zero-level human; hp 3; #AT 1; Dmg by weapon type; AL N) cooks the meals and fetches wood for the fire. She is in her late teens and has inherited her mother's enormous blue eyes and curly brown hair. Ril is engaged to Rom, the blacksmith's son.

The one-story addition adjoining the bar contains five tiny guest rooms, each furnished with two beds and an empty chest as well as a candle for light. A sixth guest room adjoins the kitchen on the second floor above the bar. Guest rooms rent for 12 sp a night. Currently, two of the rooms are occupied.

Feith (AC 5; MV 12"; T5; hp 20; #AT 1; Dmg by weapon type; S 12, I 14, W 9, D 17, C 10, Ch 8; AL CN; leather armor, *dagger +1*) occupies the northwest room. He is of medium height, and his long black hair falls over his face to hide sallow skin and dishwater-gray eyes. The Lija city constables caught him with his hand in the mayor's pocket, but he managed to escape with his life. He is trying to make it to Behilla, financing his travels through pickpocketing and sleight of hand. There is a 30% chance he attempts to pick one of the PCs' pockets.

The southwest room is occupied by **Ary** (AC 4; MV 9"; C2; hp 11; #AT 1; Dmg by weapon type; S 14, I 10, W 17, D 15, C 11, Ch 15; AL NG; chain mail), a 28-year-old cleric with blond hair and green eyes. He is very tall and always has a kindly expression on his face. He possesses the spells *cure light wounds* and *protection from evil*. Ary is on a pilgrimage to bring back some scholarly tomes from the head temple for his master. He is often seen walking about the village, preoccupied with thoughts of religion. His only weapon is a war hammer.

Ary leaves to continue his pilgrimage one day after the PCs arrive. He is not going in their direction and cannot help them find Orb Lake. Feith leaves to find richer pickings one day later.

The inn's second story is built only above the bar area. A locked door opens into a stairwell along the south wall of the taproom. A second, steep stair ascends from just to the right of the bar, ending in a locked door on the second floor. In addition to one small guest room, the second floor contains a large work area and kitchen with room for storing kegs of wine and ale, and three small bedrooms for the family. Boswell and Dar share a sunny room in the southeast corner. Ril's chamber in the northeast corner shares a common wall with the room occupied by the innkeepers' twin sons (see area 1a).

1a. Inn Stable. The innkeepers' identical twin sons, **Alfie** and **Ferdie** (AC 10; MV 12"; zero-level humans; hp 4 each; #AT 1; Dmg by weapon type; AL N; pitchforks), tend the stable. They are in their early teens and have inherited their mother's blue eyes and their father's black hair and above-average height.

The stable has twelve stalls, but only eight are currently available. A stall and oats for one horse cost 4 sp per night.

2. Blacksmith Shop. A great racket can usually be heard from this building, for Kervin, the blacksmith, is always occupied. He makes and repairs farm tools, mends travelers' weapons and armor, and fabricates horseshoes. **Kervin** (AC 9; MV 12"; F6; hp 41; #AT 1; Dmg by weapon type; S 17, I 13, W 12, D 15, C 14, Ch 11; AL N; *long sword +1*) is a retired adventurer. A robust 50 years old, he is tall and still very muscular, but he walks with a pronounced limp. His hair and eyes are both gray.

The blacksmith's fees vary according to the size and difficulty of the project, and he loves to barter and haggle. His wife, **Merle** (AC 10; MV 12"; zero-level human; hp 5; #AT 1; Dmg by weapon type; AL N), can mend fine jewelry. It is for her that Kervin may attempt to barter for the necklace (if the PCs offer to sell it to him). He offers 40 gp for the necklace but will pay up to 50 gp if necessary, though no higher. He is the only person in Gydnia who might buy the necklace.

The dreadful possibility of having Merle slain by the cursed necklace should be immediately apparent. If the DM wishes, the thief Feith (see area 1 above) might chance to steal the necklace for himself, either from the PCs or

after Kervin buys it, if the thief sees or hears of the item. Perhaps Feith will even try it on in the belief that the necklace has beneficial powers. . . .

Kervin and his wife have one son, Rom (AC 10; MV 12"; zero-level human; hp 3; #AT 1; Dmg by weapon type; AL N), a woodworker who is planning to open his own shop with the permission of the druid. When the shop is opened to the public next year, there will be enough wood to carve and sell on a regular basis. At that time, Rom plans to marry Ril, the innkeeper's daughter. Rom is tall and very handsome, with dark brown hair and green eyes. The blacksmith's family lives comfortably in a house adjoining the smithy. A new house is being built next to the woodshop for Rom and Ril.

Kervin's family prefers to direct any questions to the druid's temple. There are 123 sp, 89 gp, and 4 pp hidden under a stone in the floor of the smithy, behind the counter.

3. The Temple of Flora. "Temple" may be too grand a word for this wayside sanctuary. Most of the interior is taken up by a small chapel with room for 30 worshippers. Its altar is always decorated with fruits and flowers of the season. At the rear of the chapel, to the left of the entrance, there is a small meeting room where one or two people can talk with the druid. The room is furnished with a desk and three chairs. On the desk is a coffer for donations, which is emptied after every visit. A stack of paper lies on the desk next to a candle for light. This room doubles as the druid's study, and its walls are lined with books on nature and containers of medicinal herbs, ready for dispensing to ailing townspeople and travelers.

Two other rooms branch off the chapel: the druid's bedroom and an infirmary where the very ill are nursed by the druid himself. The druid's room contains a sleeping pallet and a corner for preparing food. In the corner next to the bed are buried 34 cp, 12 sp, 7 gp, and a *medallion of ESP.* A stable at the back of the temple shelters the druid's burro and any injured animals in his care.

The druid **Fragga** (AC 9; MV 12"; D6; hp 26; #AT 1; Dmg by weapon type; S 14, I 13, W 18, D 15, C 10, Ch 16; AL N; *quarter staff +1*) is in his late forties but has prematurely white hair. He has a spell book under his pallet containing the following spells: *animal friendship, pass without trace, predict weather, create water, cure light wounds, locate plants, cure disease, plant growth,* and *cure serious wounds,* as well as a scroll with *call lightning* written on it.

The druid uses his magic on travelers for a small fee, although he uses *cure* spells on his villagers and the poor at no charge. Currently, his human infirmary is empty, but his animal ward shelters an orphaned lamb, a horse recovering from an unknown malady, and a dog with a broken leg. If the druid tries to heal the girl, she responds only as noted above.

The druid's gruff, no-nonsense exterior often intimidates visitors. The PCs may be surprised by the villagers' great admiration for him, but if they stay in Gydnia for any length of time, they witness many occasions to explain why he is held in such high esteem (example: caring for an injured child, etc.)

The druid reveals the general location of Orb Lake if asked politely, if the PCs have done no damage to the forest under his protection, and if a donation of 1 gp or more is given to his temple. He may even be kind enough to draw the PCs a rough map in exchange for a slightly larger donation. (The DM can trace the main features of the Wilderness Map, excluding encounter locations, and give this copy to the players.) The druid suspects the girl is not what she seems and drops a hint to that effect. He personally believes she may be a supernatural spirit of Orb Lake, though he has never seen the lake in question.

4. Village Homes. Each of these 20 structures houses two adults (AC 10; MV 12"; zero-level humans; hp 2-6; #AT 1; Dmg by weapon type; AL N; farm implements, kitchen tools, etc.) and 0-9 children (hp 1-4; Dmg nil). The homes are simply furnished, with 2-8 sp hidden somewhere on the premises. A barn with horses, cattle, or sheep adjoins each house, and each family has cleared a small plot of land near the house for growing corn, wheat, carrots, potatoes, and fruit trees. The local families also hunt for food, usually bringing back game fowl and such animals that the druid deems it necessary to kill in order to keep balance in the ecosystem. The farmers are friendly and helpful. They regard the druid's word as law and protect him with their lives.

The Wilderness

After receiving the druid's information, and possibly a map, the PCs will probably leave Gydnia with the injured girl and head toward Orb Lake. The land they must traverse is forested, except for steep mountains to the east. While the PCs are searching for Orb Lake, roll 1d6 each morning and evening for random encounters north of the Long River; a 1 indicates an encounter, at which point 1d6 is rolled:

1-2. Animal encounter. The DM should create a minor (though seemingly significant) encounter with a small animal. Perhaps a woodchuck seems to watch the PCs with an intelligent gaze, or a deer trails the party (actually looking for food, as the local druid feeds animals here).

3. An eagle flies overhead, following the party just out of arrow range. (This is to make the party nervous. The eagle has nothing better to do and is curious about the PCs.)

4. A flash of red is seen through the bushes. It is a madman (AC 10; MV 12"; F4; hp 22; #AT 1; Dmg by weapon type; AL CE; *dagger +1*). If the PCs do not investigate, he tries to ambush them at night, believing that they are "out to get him." The madman carries 43 cp and a *potion of flying.* If looking for tracks, the ranger finds those of the madman in the area.

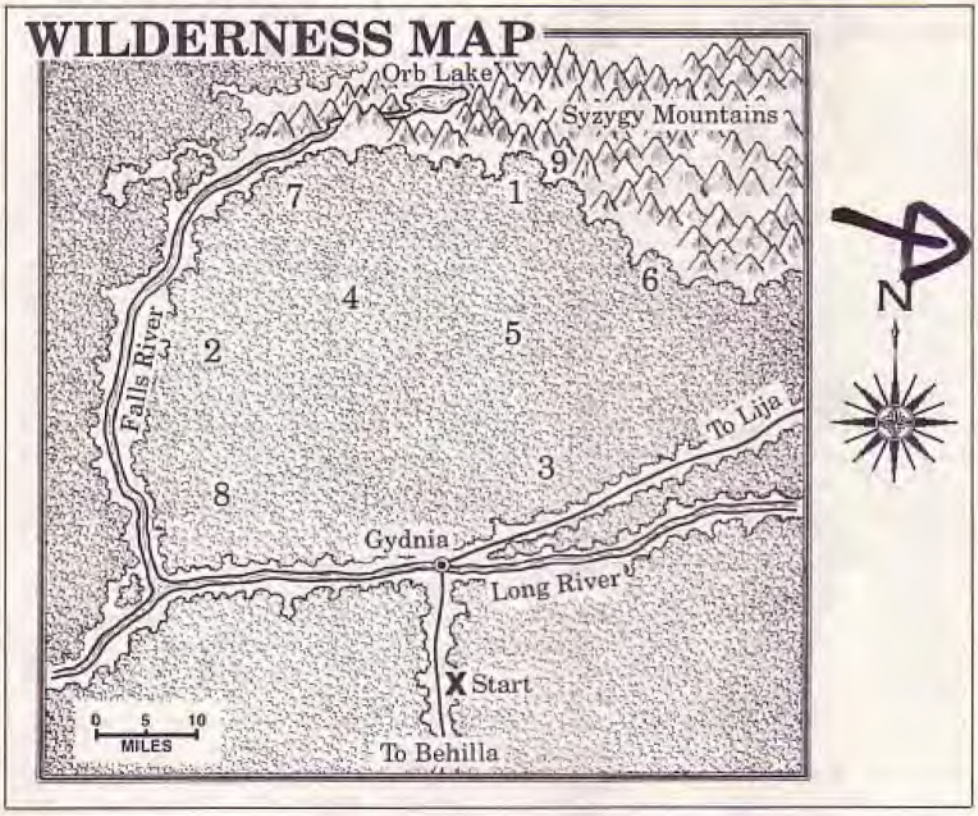
5. 2-6 hobgoblins (AC 5; MV 9"; HD 1+1; #AT 1; Dmg by weapon type; AL LE; club). They are a patrol squad and carry 1-10 sp each. One hobgoblin has a small silver and amethyst brooch worth 25 gp. Another has a pair of *boots of elvenkind* on his feet.

6. 4 wolves (AC 7; MV 18"; HD 2+2; hp 11, 13 (×2), 15; #AT 1; Dmg 2-5; AL N) who immediately attack unless distracted with food or a show of force.

Set Encounters

1. The Hapless Hunter. A skeleton lies at the foot of a tree, clutching an arrow through its chest even in death. The arrow is an *arrow +1.*

This hunter was shot and killed by a patrol of goblins (see encounter 4). His armor and clothing have decayed beyond possible use, but the knapsack he carried contains a lantern and a flask of holy water. His bony hand once held a *bastard sword +1,* now lying half



beneath his body, and one tattered boot conceals a small, rare coin that appears to be worth 1 gp but can bring 20 gp in a large city because of its antiquity.

While examining the skeleton, the PCs hear a noise in the underbrush. If they investigate, they discover a white stag (AC 7; MV 24"; HD 3; hp 17; #AT 1 or 2; Dmg 2-8 or 1-3/1-3; AL NG). If attacked, the stag flees; if pursued, it leads the party through heavy underbrush, eventually arriving at Orb Lake. The stag never attacks. It is extremely intelligent and is too clever to let itself be backed into a corner or trapped.

2. The Madman's Revenge. A 15'-deep, 5' × 5' pit is camouflaged with branches and piles of leaves. Any character who falls into the pit takes 1-6 hp damage. The PC must then roll his dexterity or less on 1d20 or take an additional 1-4 hp damage from landing on the spikes at the bottom of the pit. None of the nine spikes are poisoned. Thieves have their normal chances of finding this trap. If the trap is not discovered, the first character in line has a 90% chance of falling into the pit. PCs in the middle of the marching order have a 50% chance, but the two PCs bringing up the rear have only a 10% chance to fall. The pit was dug by the madman (see random wilderness encounters).

3. Dryad Grove. This forest glade is ringed by six oak trees. Each tree is the home of a dryad (AC 9; MV 12"; HD 2; hp 8, 9 (×2), 10 (×2), 12; #AT 1; Dmg by weapon type; SA cast *charm;* AL N; dagger). If disturbed, the dryads try to melt into their trees. As a last resort, they cast *charm* spells or use their daggers. The grass within the grove is a lush, verdant green, and any mounts that graze here are able to work twice as long the following day before fatigue sets in. A cache of 29 gp is buried under the northernmost tree. A sack high in the branches of the easternmost tree contains 12 sp, and a hole in the most southern tree conceals a *potion of healing.*

4. Goblin Patrol. Eight goblins (AC 6; MV 6"; HD 1-1; hp 1, 3 (×3), 4, 5 (×2), 7; #AT 1; Dmg 1-6 or by weapon type; AL LE; spears) are hiding in the shrubbery and spring out to attack. The goblin leader carries a long bow with five normal arrows. He did not realize that the arrow he used to kill the hunter at encounter 1 was magical. The goblins live on the other side of the mountains and are looking for plunder to supply their fort. (The DM may create the main goblin fort to expand this adventure.)

If the goblin leader or more than half his troops are killed, the rest attempt to flee into the mountains. If captured and questioned, they blubber and babble incoherently, frustrating all attempts to elicit information.

Each goblin carries 1-6 cp except the leader, who has an additional 1-4 sp and a red-painted metal flute that he enjoys playing when the troop settles in at night. Beneath its paint, the flute is gold and of very high quality, worth about 200 gp. It had better be thoroughly cleaned before any PC tries to play it, or the character risks a 25% chance of contracting a disease (see *Dungeon Masters Guide,* page 14). After all, goblins are pretty grimy, and who knows what the leader ate before his nightly abuse of the flute. The flute radiates magic, even though it is not magical, because one of its joints has been replaced by a *ring of fire resistance.*

5. An Evil Caravan. Two dilapidated wagons, each pulled by two equally dilapidated nags, mark the main camp of the 11 brigands who attacked the girl/phantasm (see statistics for brigands in the encounters near Gydnia). The twelfth brigand is their leader (AC 6; MV 6"; F2; 8 hp; statistics unremarkable; AL NE; *short sword +1,* scale mail). The brigands won't attack if the party looks strong — unless they see the girl. Then they do attack, heedless of cost, in their efforts to kill her. The brigands know the girl is supernatural, and they fear she may now be able to destroy them.

The brigands won't give an inch in a fight. If they win, they kill the girl but keep the PCs for ransom. If the PCs win, the brigands' horses and wagons can be sold, but for only half of the market value as both equipment and livestock have been ill used.

If the PCs look in the wagons, they find several pallets, utensils for cooking, and the cage in which the phantasm was imprisoned. No slaves are in the wagons at present, as they were all recently sold. A careful search of the wagons turns up 57 cp, 27 sp, 7 gp, a silver comb (7 gp), a golden corkscrew

with a ruby inset into the handle (150 gp), a broken necklace with a 100-gp sapphire pendant, and a chess piece of ivory with emerald eyes (75 gp). Each brigand carries 1-8 gp, and the leader also has 3 pp, an opal worth 30 gp, and a *brooch of shielding* that has absorbed 37 hp of *magic missile* damage. He also owns a light war horse of superior quality (18 hp), wearing leather barding (AC 6). The horse answers to the name engraved on her bridle: Nighthawk. A medallion is set into her harness that gives the horse a 75% chance of resisting *sleep* or *charm* spells.

The brigands have sent off a smaller scouting party — the one possibly encountered on the road to Gydnia — and their magic-user is on an expedition to procure rare spell components. If the brigands are killed, the magic-user won't try to avenge them, for he cares about no one but himself and can likely find a better-paying job working elsewhere. However, he might be interested to discover the identity of those who destroyed his old gang, if such information should come his way, and he would be amused to test his powers against such a group. The magic-user is 8th level and chaotic evil, and should be created by the DM specifically to challenge the party at a time in the near future. A logbook kept by one of the bandits gives a small amount of information about the magic-user, but little of it will be of use in identifying the magic-user's most important powers.

Note that if the PCs successfully save the phantasm's life, the magic-user is likely to be cursed by her. This may make it easier to locate the mage (and more difficult to fight him, too).

6. Bones. A huge, grassy mound rises up in the middle of the woods. In the shadow of the west side of the mound, a decomposed body lies covered with leaves in a shallow depression. Tatters of what was once clothing lie on the bones. A silver cloak pin (100 gp) lies in the grasp of skeletal fingers. Anyone who approaches within 10' of the skeleton during a period of darkness risks being attacked by the wraith-spirit that once inhabited the body. The wraith appears out of the ground beneath the body, but will not do so if bright light or sunlight is present.

The body was once the widow of the former village elder of Gydnia. One day, when she came into the forest to lay flowers at her husband's burial mound, she was attacked by a starving wraith (actually her husband, who had not been the most pleasant person one could hope to meet). She tried to attack it with her silver cloak clasp but was overpowered. In its hunger to feed on her life energy, the wraith quickly drained her entire essence, transforming her into a half-strength wraith (AC 4; MV 12"/24"; HD 3; hp 12; #AT 1; Dmg 1-3; SA energy drain; SD silver or magical weapons to hit; AL LE).

The burial chamber is merely a 20' tunnel dug into the mound, with a broken door on the front and a single chamber beneath the peak of the mound in which the husband's body and treasure lie. If the PCs enter the burial mound, they run the risk of attack by the wraith who inhabits the tomb (AC 4; MV 12"/24"; HD 5+3; hp 29; #AT 1; Dmg 1-6; SA energy drain; SD silver or magical weapons to hit; AL LE). The wraith guards a small hoard of treasure worth 5,000 gp total (specific treasure types to be decided by the DM). A *ring of water walking* may be found on the body of the husband within the tomb.

Though deadly, these monsters may be fought by a coordinated and strong group of low-level adventurers. The DM may subtly warn a weak group away from this area, saving the encounter for a later adventure.

7. Sacred Glade. This is a shady, peaceful glade with a good view in all directions. If the party decides to rest here, any characters that come within 30' of the largest tree, set in the clearing in the center of the glade, are affected by a *sleep* spell — a magical trap placed here by a minor deity worshiped by the local druids. The spell may be triggered up to three times per day, and only affects those within the 30' radius around the tree.

If everyone falls asleep, a band of squirrels comes down from the branches and steals any weapons and tools that could be used to chop down a tree (any bladed weapons, particularly axes). The squirrels can only carry items of 80 gp weight or less, and they place them within a hollow tree nearby. Larger weapons are dragged off into nearby bushes. The Gydnian villagers know of this glade (the druid has declared it sacred) and do not chop down any trees here. The spell is to protect the trees from strangers. Weapons on the ground may be located on a 1d6 roll of 1 per turn of searching, per weapon. Weapons taken into the hollow tree are found on a 1d12 roll of 1, per hour of searching.

8. Ruminant Encounter. A band of 25 deer graze in this glade. The deer (AC 8; MV 18"; HD 1; hp 1-8; Dmg 1-4 horns/1-4 hooves; AL N) scatter if the PCs move hastily or try to attack. They split into five bands, so stampede damage is 5-30 hp from any one band, if cornered. If undisturbed, they return to their grazing within 1-4 turns.

9. A Family Affair. In the foothills of the Syzygy Mountains, a cave opening mars the south face of a rocky cliff. If the cleft is investigated, two giant weasels appear (AC 6; MV 15"; HD 3+3; hp 17, 19; #AT 1; Dmg 2-12; SA blood drain; AL N). They attack immediately. If the party retreats, the weasels do not pursue them as they must stay to protect their young. If the weasels are killed, there is a 30% chance that the battle has left their pelts still salable (worth 2,500 gp each).

Fifteen feet farther into the cave, the PCs find a nest of three young (hp 4, 5, 7). Young giant weasels can sometimes be raised and trained as hunting or guard animals, if the party decides not to kill them. If not carefully raised, the young ones perish.

Orb Lake

Coming out of the woods, the PCs see sunlight shimmering in the spray of a waterfall. It is 160' high, and any attempts to climb its slippery rock face may meet with disaster. A −60% penalty is applied to any character's chances of climbing the waterfall's rocks. Thieves, barbarians, and others who can climb realize how dangerous the attempt would be after only a moment's examination. The waterfall pours from Orb Lake, high above in the mountains, and flows out into the Falls River to join the Long River west of Gydnia. A trail may be found leading safely up to the lake, however.

Orb Lake is magical. All creatures who bathe in it revert to their natural forms if they are capable of *shape changing, polymorph self, alter self,* or have in some other way been caused to adopt an appearance different from their original form at birth. Doppelgangers assume their true form, and lycanthropes change to their human

THERE'S A NEW DRAGON IN TOWN

Surely, you've noticed. More color, more articles, a whole new look — and still, more than ever, the most powerful creature in the fantasy gaming world. See our subscription card in this issue for more information.

DRAGON is a trademark of TSR, Inc.
©1987 TSR, Inc. All Rights Reserved.

Monthly adventure role-playing aid

Dragon®

forms, though neither are "cured" or kept from reverting once they leave the lake. Spell effects are immediately negated, so *polymorphed* persons are freed from their curse. In additional, all creatures drinking of the lake for the first time are affected by a *heal* spell. This power of the lake can only affect any one character one time in his life, and never afterwards.

If the girl is with the party and conscious, she asks to be helped into the water. She must be fully immersed in the water for the following effects to occur.

One round after the girl enters Orb Lake, a wondrous being appears out of the water: a shimmering white deer with rainbow wings and delicate golden antlers. She says nothing, though she bows to the PCs, and vanishes into nothingness (the Ethereal Plane). However, within two weeks, another winged white deer will appear to the PCs and will reward them with a minor magical item of the DM's choosing. A *ring of protection +1, long sword +1,* or similar item is suggested.

If the girl dies before the PCs can bring her to Orb Lake, her body reverts to its phantasm form and slowly fades into nothingness, disappearing into the Ethereal Plane in one segment.

If the PCs perform so evil an act as to kill the helpless girl, the DM should adjust all alignments accordingly. It is possible, though not likely, that one or more phantasms of the girl's group will enter the Prime Material Plane at the next opportunity and come looking for any PCs still alive to curse them.

PHANTASM

FREQUENCY: *Very rare*
NO. APPEARING: *1*
ARMOR CLASS: *4*
MOVE: *18"//24"*
HIT DICE: *4*
% IN LAIR: *5%*
TREASURE TYPE: *U*
NO. OF ATTACKS: *2 hooves*
DAMAGE/ATTACK: *1-6*
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *75%*
INTELLIGENCE: *High*
ALIGNMENT: *Neutral good*
SIZE *M (8' high at the shoulder*
PSIONIC ABILITY: *Nil*
LEVEL/XP VALUE: IV/150 + 4 per hp

A phantasm appears to be a large, white deer with rainbow-colored wings. It lives in the Ethereal Plane, coming to the Prime Material Plane only once every hundred years or so. A phantasm usually wanders about, observing the many things that go on in the world and collecting various magical items to take back to its lair in the Ethereal Plane, where 1-6 other phantasms await it. Phantasms draw nourishment from the energies of magical devices, though they do not deplete the magical items in so doing. A phantasm might reward those who help it with a gift from its treasure store, but this is a very rare occurrence.

Phantasms never attack any creature first, and they fight only if they cannot escape pursuit. Phantasms continuously use *detect magic* and *read magic* spells, and they know how to speak the common tongue. Once per day, each may cast *haste* upon itself, and once every 111 years, the phantasm may *plane shift* itself from the Ethereal Plane to the Prime Material Plane. It must shift back to the Ethereal Plane within one year, or the phantasm permanently loses 1 hp per day over a year that it stays, until the creature dies. Some good-aligned persons have befriended phantasms, but such friendships are always brief. A phantasm rarely tells any being where it has its lair, as it fears for the safety of its fellows.

If anyone tries to harm a phantasm but the creature escapes, the phantasm may cast a special curse upon one of its tormentors (usually the one the phantasm dislikes the most). The victim must save vs. spells at −4, or else an *antipathy* spell with a permanent duration is cast upon him. The spell is designed to repel all humans, demihumans, and humanoids, making the victim stand out easily in a crowd. Other phantasms immediately sense the presence of such a person from one mile away and avoid the person at all costs. Only a *wish* can remove this curse, and few good-aligned creatures will do so.

The wounds of a phantasm can only be cured by spells cast by a cleric of 9th or greater level, or by magical spells normally used by such characters (*heal, restoration,* etc.).

THE STOLEN POWER

BY ROBERT KELK

An evil cult with a trick up its sleeve.

Artwork by Valerie Valusek
Cartography by Diesel

Robert Kelk was born in London, Ontario and raised in Ottawa, Canada's capital. He is president (and usual DM) of the Hobby Centre Gaming Club. Robert states he was once told that men wouldn't play female PCs because "they keep getting sacrificed." In the interest of equal time, he has created Shami-Amourae.

The Stolen Power is an AD&D® game module for 4-6 player characters of 1st-3rd level. Lawful-good characters, especially paladins, are recommended for this adventure. Clerics of Aphrodite, Hanali Celanil, Hera, and Ishtar have a special interest in despoiling the cult of Shami-Amourae.

Adventure Background

Your travels have taken you to Highland, a small city of 1,500 people. Its only claim to fame is that it is the largest fishing town on the shores of the body of water the locals call the Fresh Sea. At the moment, it is a city with a problem.

Highland's clerics have been plagued by a number of thefts lately. Since the thefts have been mostly of money, they have been quietly ignored. ("Of what use is money to the gods?" the clerics ask as they lock away their magical items. "Charity begins at home," say the faithful as they give even more money.) Last night, however, the local Glade of Raven (a small but politically powerful open-air temple dedicated to the leader of the local gods) was robbed of its most prized possession. A *book of infinite spells* was stolen from under their very noses! The clerics fear the effects of its use by their enemies and want it back quickly.

The only clue to the identity of the thieves is a small scrap of paper, presumably dropped by one of the robbers. The name "Hadonis" and part of a floor plan are scrawled on the paper.

There is a man named Hadonis who frequents the town, and he just may have the temperament and ability to steal from the good. Hadonis is called a "dark cleric" by the locals, but nobody knows which devil, demon, or infernal deity he worships.

Moonwind, Raven's most powerful cleric in Highland, has discovered

two pieces of information about the theft. The first, gained by an *augury*, is that the scrap of paper was left behind by accident and is not a false clue. The second, gained by bribing Highland's records keeper, is that Hadonis owns a small country retreat that has a floor plan matching that on the scrap of paper. Unfortunately, the location of the retreat has been deleted from Highland's records, and the clerics cannot find anyone in town who knows where the retreat is.

Moonwind would lead a party of the faithful to look for the *book*, but none of the faithful still in Highland retain the skills necessary to survive a long trek into the wilderness. She is not so foolish as to think she can survive in the wilderness alone, and she would be abandoning her temple if she took her assistants with her. Having heard that a party of brave and noble adventurers (according to the rumors) is in town, she has come to you for your help in recovering the stolen *book*.

Moonwind's proposal is this: If you agree to help bring back the *book*, unused, the temple will give you 150 gp each, 30 gp now and 120 gp when you return with the *book*. You are, of course, allowed to keep a fair share of any loose treasure you find along the way, although donations to the temple will be looked upon with favor.

You are making good time to your original destination and have a few days to spare. Will you help them?

For the Dungeon Master

Moonwind and her two assistants (Bearpaw and Deerhunter) are willing to give the PCs some other considerations if they are successful, but won't reveal them unless asked. They will provide one week's worth of iron rations at no cost, and will pay for the *resurrection* of any two PCs killed in the line of duty. Two items are not open to negotiation: Deerhunter must be allowed to accompany the PCs, and the player characters must not use the *book*.

Hadonis has indeed taken the clerics' *book of infinite spells*, with the aid of the worshipers of Shami-Amourae he leads. (Shami-Amourae, the queen of succubi, is described at the end of the module.) He intends to use the *book's* spells to capture intelligent beings for use as sacrifices and slaves. He has hidden the *book* in the dungeon beneath his cliffside retreat.

The rectangular floor plan left behind shows areas 2 through 5 and parts of areas 1 and 6 of Hadonis's retreat.

The *book of infinite spells* has 12 pages unturned. The contents of the *book*, in order, are *teleport* (MU5), a blank page, *control weather* (MU6), *Melf's minute meteor* (MU3), *monster summoning V* (MU7), *chant* (C2), a blank page, *fog cloud* (I2), *levitate* (MU2), *flame strike* (C5), *control weather* (D7), and *mind blank* (MU8).

Moonwind, 8th-level human cleric: AC 10; MV 12"; hp 44; #AT 1; Dmg by weapon type; S 13, I 12, W 15, D 8, C 15, Ch 14, Cm 9; AL CG; mace.

Moonwind is a soft-spoken woman who never seems to lose her temper or run out of patience. She is fluent in the elvish, dryad, and troll tongues. Her usual spell selection is *cure light wounds* (×3), *protection from evil, detect charm, hold person, silence 15' radius, continual light, dispel magic, glyph of warding (chill), detect lie,* and *neutralize poison.*

Bearpaw, 4th-level human cleric: AC 10; MV 12"; hp 13; #AT 1; Dmg by weapon type; S 12, I 8, W 15, D 10, C 7, Ch 14, Cm 16; AL CG; mace.

Bearpaw is a ladies' man. He is from a far country, and his exotic accent is very attractive to members of the opposite sex. He speaks the kobold language fluently. Bearpaw's usual choice of spells is *bless, cure light wounds* (×2), *light, hold person,* and *slow poison.*

Deerhunter, half-elf 1st-level cleric/1st-level ranger: AC 8; MV 12"; hp 10; #AT 1; Dmg by weapon type; S 14, I 14, W 14, D 14, C 11, Ch 7, Cm 12 (11 to half-elves and sylvan elves); AL CG; leather armor, short sword.

Deerhunter, the only ranger and one of two nonhuman clerics in Highland, is a man who keeps his thoughts to himself. He can speak with elves, gnomes, halflings, goblins, hobgoblins, gnolls, and orcs in their own tongues. *Command* is the spell he usually carries.

Starting the Adventure

The PCs should search for information before setting out. Nobody who lives in Highland has ever been near Hadonis's retreat, so the PCs must either ask someone from out of town, use magical means of finding the retreat, or set out blindly (PCs who take such wild risks generally have short life expectancies).

Luckily for the PCs, today is market day in Highland, and 50 merchants have come to town. Most are food, spice, or cloth dealers, but there are five weapons merchants in the throng. Each weapon dealer specializes in one type of weapon. The five are a fletcher/bowyer, a swordsmith, a lance maker, a pole arms saleswoman, and a daggersmith. If the PCs wish to buy weapons, they should be made aware of the local law which requires a 10% surtax on the sale of deadly weapons other than knives.

The swordsmith and 20% of the nonweapon dealers know that Hadonis's retreat is to the north of Highland. One of the food dealers remembers that the building stands on the site of an "elven burrow." Since elves usually don't live underground the way dwarves do, this is unusual in itself. The food dealer admits that he doesn't know exactly where the retreat is located but suggests the PCs check with the town records keeper. When presented with a bribe of at least 50 gp, the records keeper searches through his records and, after much fussing and complaining, manages to "discover" a document listing the exact location of Hadonis's retreat.

Travel to the west of Highland is impossible without a ship, boat, or some magical way to breathe underwater, none of which are for sale in Highland. The local fishermen are not willing to hire out their boats or services to adventures, whom they consider "a bunch of no-good, lazy wanderers," no matter what the PCs are willing to pay. If the PCs manage to adventure in or on the Fresh Sea, they encounter nothing; all the local marine monsters have been killed by Highland's fishermen.

There is a large forest to the south and east of Highland. There are no dungeons or ruins in the forest (unless the DM chooses to place some there). The forest is home to one settlement of 200 sylvan elves, although only 170 are in residence at any time. The other 30 elves are organized into three hunting parties. At the time of this adventure, the elves have just repelled an invasion of goblins and bugbears, and are alert for intruders. After careful questioning, they welcome any peaceful party to their village.

HIGHLAND AND VICINITY

The elven settlement has no name, since its residents know what and where it is. The settlement buildings are arranged in three concentric circles, spaced 40' apart, around a central hut where the settlement's food is stored. The six huts in the smallest circle hold items the elves consider valuable, including an armory of 100 long swords, 150 long bows, and 95 arrows, none of which are for sale. In happier days, one of the first-circle huts (now empty) served as the settlement's infant nursery, but here are no babies in the settlement now.

The other two circles, of eight and twelve huts, contain the elves' houses. Each residence is the home of 10 elves but can hold 12 elves without crowding.

The elves know that the only buildings in the forest are in this settlement. They will not sell weapons to the PCs but try to buy all the arrows the PCs carry, since the elves have so few. They initially offer 3 sp for each arrow, going as high as 8 sp per arrow before giving up. The elves have the equivalent of 1,000 gp in coins and gems in their treasury.

Encounters in the forest occur on a roll of 1 on 1d12 and should be checked every four hours. If an encounter occurs, roll 2d10 and consult the following table. (After the first roll of encounter number 2, 3, 19, or 20, treat each of these as no encounter.)

2. Unicorn (AC 2; MV 24"; HD 4+4; hp 19; #AT 3; Dmg 1-6/1-6/1-12; SA charge, surprise on 1-5; SD immune to poison, sense enemy at 24"; AL CG; *dimension door* once per day, saves as 11th-level magic-user). There is but one unicorn in the forest, and he will be encountered only once. This unicorn can speak the common tongue and tells the PCs that there are no concentrations of evil in the forest.

3. Faerie dragon (AC 5 (1 when *invisible*); MV 6"/24"; attacks as 4 HD monster; 9 hp; #AT 1; Dmg 1-2; SA breath weapon, magic use; SD *invisibility*; AL CG). There is only one faerie dragon in the forest, and she will be encountered only once. If she gains surprise, she plays a practical joke on the party, then flies away. Otherwise, she flies away immediately. (DMs: Make up your own joke and have some innocent fun with your PCs!)

4. 6 Ravens (AC 7; MV 1"/36"; HD ¼; hp 2 (×3), 1 (×3); #AT 1; Dmg 1; SD never surprised if there is light; AL N). The ravens may act suspiciously, but they are not up to anything.

5. Barkburr (AC 0/8; MV special; HD 2; hp 5; #AT 1; Dmg 1; SA lignification; SD immune to sleep and charm spells; AL N). If the PCs are not wreaking havoc on the forest, they have nothing to fear from the barkburr.

6. 5 Goblins (AC 6; MV 6"; HD 1-1; hp 6 (×2), 2, 1 (×2); #AT 1; Dmg 1-6 or by weapon type; AL LE). The survivors of an unsuccessful raid on the elves' settlement, these goblins just want to go home. They are running blindly through the forest, so they might be encountered more than once.

7. 5 Wild horses (AC 7; MV 24"; HD 2; hp 13, 11 (×2), 9 (×2); #AT 1; Dmg 1-3; AL N).

8. 2 Owls (AC 5; MV 1"/27"; HD 1; hp 6, 4; #AT 3; Dmg 1-2/1-2/1; SA dive (+2 to hit for double damage, no beak attack), surprise on 1-5; SD never surprised in dusk or darkness; AL N).

9. 20 Deer (AC 7; MV 18"; HD 3; hp 23, 21, 20, 18 (×3), 17 (×3), 16, 14 (×3), 12, 11 (×2), 10 (×2), 9, 8; #AT 1; Dmg 1-6; AL N).

10. Black bear (AC 7; MV 12"; HD 3+3; hp 20; #AT 3; Dmg 1-3/1-3/1-6; SA hug (2-8 hp extra damage if paw attack "to hit" roll is 18 or more); AL N).

11. Squirrel (AC 8; MV 9"; HD ⅛; hp 1; #AT 1; Dmg 1; AL N).

12. 10 Sylvan Elves (AC 6; MV 12"; HD 1+1; hp 7 (×2), 5, 4 (×3), 2 (×4); #AT 1; Dmg by weapon type; AL CN). This group of 10 elves armed with bows is one of the three hunting parties that are always out of the settlement. They can tell the PCs that there are no buildings in the forest except for those in their own settlement.

13. Skunk (AC 8; MV 12"; HD ¼; hp 1; #AT 1; Dmg 1; SA, SD squirt musk; AL N).

14. 3 Bugbears (AC 5; MV 9"; HD 3+1; hp 18, 17, 10; #AT 1; Dmg 2-8 or by weapon type; SA surprise on 1-3; AL CE). These are the last surviving bugbears of the allied goblin/bugbear party that unsuccessfully stormed the elves' settlement. They are interested only in retreat but are running wildly through the forest.

15. 5 Druidesses (AC 10; MV 12"; D1 (×5); hp 7, 4 (×4); #AT 1; Dmg by weapon type; AL N). This party of 1st-level druidesses is seeking mistletoe. They won't initiate combat (although each carries a scimitar), nor will they join the PCs.

16. 2 Wolves (AC 7; MV 8"; HD 2+2; hp 15, 8; #AT 1; Dmg 2-5; AL N).

17. Treant (AC 0; MV 12"; HD 7; hp 32; #AT 2; Dmg 2-16/2-16; SA animate trees; SD never surprised; AL CG). The treant is new to the world and is exploring his forest. He won't be able to help the PCs in any way.

18. Eagle (AC 6; MV 1"/30"; HD 1+2; hp 7; #AT 3; Dmg 1-2/1-2/1-2; SA dive (+2 to hit for double damage, no beak attack); SD almost never surprised; AL N).

19. 10 Sprites (AC 6; MV 9"/18"; HD 1; hp 7 (×2), 6 (×2), 5, 3, 2 (×3), 1; #AT 1; Dmg by weapon type; SA poison arrows; SD 75% undetectable, *invisibility*; AL NG). If noticed, this small band of sprites tells the PCs that there are buildings in the forest. They can direct the party to the sylvan elves' settlement. The sprites will be encountered only once.

20. Shedu (AC 4; MV 12"/24"; HD 9+9; hp 64; #AT 2; Dmg 1-6/1-6; SA psionics; SD etherealness; AL LG; MR 25%). The shedu is just passing through, so he will be encountered only once. He knows nothing about the forest.

The land to the north of Highland is a high plain. About 25 miles northwest of the town, the plain ends abruptly in a 100' drop down an almost perpendicular cliff. Hadonis built his home at the bottom of the steep slope, against the cliff face for protection. He then widened and finished the rough burrows under the cliff that were used by the warren's original elven inhabitants (see area 20, page 26).

Hadonis's retreat is not the only structure to be found in this desolate area. Farther north and west, at the very top of the high cliff, stands a pile of stones used to be an inn. Even though located in this out-of-the-way spot, the inn's justly deserved reputation for clean beds and wholesome food, coupled with the scenic beauty of the locale, insured it did a thriving business — until it was demolished by a band of hobgoblins last year. If the PCs search through the rubble for one hour, they find a small iron box, unlocked and rusty, holding 20 gp and a 45 gp gem.

Encounters on the plains occur on a roll of 1 on 1d12 and should be checked every eight hours. If an encounter occurs, roll 2d10 and consult the following table. If the party knows exactly

where they are going, they always encounter the hollyphant at the first eight-hour check. (After the first encounter of 16 or 20, treat each of these rolls as no encounter.)

2. 2 **Wemics** (AC 6; MV 12"; HD 5+8; hp 28 (×2); #AT 2 claws, 1 weapon; Dmg 1-4/1-4/by weapon type; SD surprised only on 1; AL N; short clubs). The wemics are friendly and will share a meal (but not their food) with the PCs. They can direct the PCs to Hadonis's retreat if asked its location.

3. **Oliphant** (AC 4; MV 15"; HD 8+4; hp 35; #AT 4; Dmg 3-12 (×4); SA can attack up to four man-sized targets at once; AL N). The PCs are able to see the oliphant long before it sees them. If they insist on attacking it, they had better have some *raise dead* spells handy!

4. 4 **Centaurs** (AC 5 (×3), 4; MV 18"; HD 5; hp 23 (×2), 19, 11 #AT 2; Dmg 1-6/1-6 or by weapon type; AL CG). A wandering family, these centaurs are currently hunting. Their leader speaks elvish and can direct the party to Hadonis's retreat if asked.

5. **Axebeak** (AC 6; MV 18"; HD 3; hp 14; #AT 3; Dmg 1-3/1-3/2-8; AL N). This creature is the last survivor of a small flock that has been hunted by humanoids and other predators. It will try to avoid the PCs, but will attack fiercely if cornered.

6. 20 **Hobgoblins** (AC 5; MV 9"; HD 1+1; hp 9 (×5), 7 (×2), 6 (×4), 5 (×2), 4, 3 (×2), 2 (×4); #AT 1; Dmg 1-8 or by weapon type; AL LE). These running hobgoblins, part of the band that demolished the inn on the cliff, have been scattered by a moon dog that has been harrying them for the last day. They won't even slow down to talk, much less fight.

7. 2 **Owls**. See forest encounter.

8. 3 **Rams**. (AC 6; MV 15"; HD 2; hp 13, 11, 4; #AT 1; Dmg 1-2; SA charge; AL N).

9. 6 **Ravens**. See forest encounter.

10. **Squirrel**. See forest encounter.

11. 2 **Small Falcons** (AC 5; MV 1"/36"; HD 1-1; hp 5, 3; #AT 3; Dmg 1/1/1; SA dive (+2 to hit for double damage, no beak attack); SD never surprised).

12. 2 **Bulls** (AC 7; MV 15"; HD 4; hp 23, 20; Dmg 1-6/1-6; SA charge; AL N).

13. 2 **Wolves**. See forest encounter.

14. 5 **Wild Horses**. See forest encounter.

15. 2 **Badgers** (AC 4; MV 6" (3"); HD 1+2; hp 7, 4; #AT 3; Dmg 1-2/1-2/1-3; AL N).

16. **Moon Dog** (AC 2/0/-2; HD 8+16; hp 32; #AT 1; Dmg 3-12; SA, SD see *MMII*, pages 92-93; AL NG; MR 25%). This extraplanar creature is about to return to Elysium. Thus, it will be encountered only once. It can point the characters in the direction of Hadonis's retreat before it leaves, but they must ask.

17. 6 **Orcs** (AC 6; MV 9"; HD 1; hp 6 (×3); #AT 1; Dmg 1-8 or by weapon type; AL LE). These nasties are out looking for a fight. They are armed with short swords but have no treasure.

18. 5 **Giant Frogs** (AC 7; MV 3"//9"; HD 1; hp 5 (×2), 2 (×2) 1; #AT 1; Dmg 1-3; SA swallow whole on a "to hit" roll of 20; AL N). The frogs are sitting on the bank of a small pond which is fed by an underground stream. The pond's water is safe to drink.

19. 10 **Horse Minimals** (AC 9; MV 16"; HD ½+1; hp 5 (×3), 4, 3 (×3), 2 (×3); #AT 1; Dmg 1; AL N).

20. **Hollyphant** (AC -4; MV 9"/42"; HD 8+8; hp 49; #AT 2; Dmg 1-3/1-3; SA, SD see *MMII* page 75; AL LG; MR 60%). This hollyphant has been sent from the Twin Paradises to aid the moon dog (encounter 16 above). Since the current danger has passed, it is about to return home and will only be encountered once. The hollyphant knows where Hadonis's retreat is located but will tell only a lawful-good PC.

Hadonis's Retreat

This country retreat, built partly into the cliff, is constructed of white stone. A small plaque bolted beside the only door is engraved with one word: HADONIS. The door is locked but not trapped, and there are no guards outside the building.

Lighting inside the retreat and the complex beneath comes from *continual light* spells cast on every obvious door.

1. Hallway. The guard dog (AC 6; MV 12"; HD 2+2; hp 16; #AT 1; Dmg 2-8; AL N) in this hall has been trained to attack intruders. Seven unlocked doors lead to rooms on either side of the 70'-long hallway.

2. Kitchen. This 20' × 20' room is a kitchen. There are three jugs filled with mead and six loaves of bread on the central table. Twelve not-too-fresh fish hang on meat hooks along the wall farthest from the door. A counter along the north wall holds a large bucket of water, and a pump stands in the room's northeast corner.

If the PCs check the loaves, they find two rings baked into the bread. (The baker forgot to take them off before starting to work, and they got into the dough.) There is a gold ring in the third loaf checked and a silver ring in the fourth loaf examined. The silver ring is worth 500 gp. While the gold ring appears to be worth 750 gp, it is actually a *ring of delusion*, appearing to be a *ring of spell storing* with room for the magic-user spells *infravision* and *ultravision*.

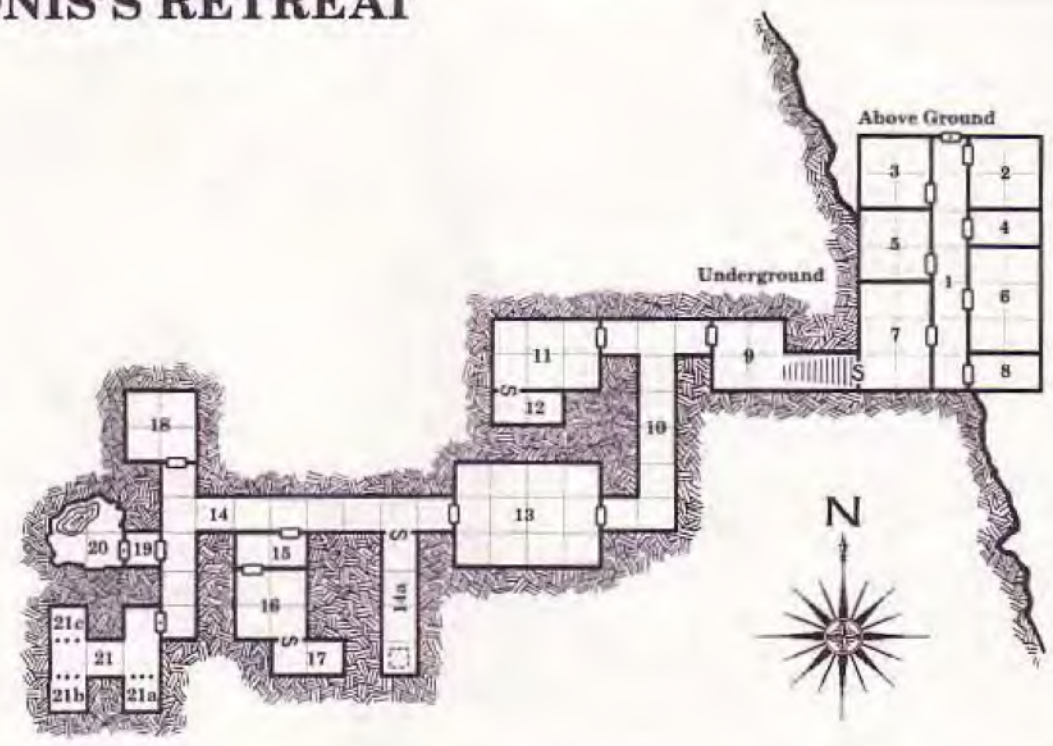
3. Dining Room. This 20' × 20' dining room holds a mahogany table and two comfortable, high-backed chairs. The far wall is covered by an extremely lewd tapestry.

The table is set for a dinner for two, with two fine china plates (which save as crystal and are worth 10 gp each), two crystal goblets (30 gp each), a crystal butter tray (30 gp), two sets of platinum cutlery (two forks, one weapon-quality knife, and two spoons per set, each piece worth 10 gp), and a platinum butter knife. The butter knife is *cursed* so that anyone removing it from this room receives a -1 modifier to his or her initiative rolls until the knife is brought back to the room. (This is Hadonis's idea of a mild *curse*, brought into effect as a minor gift from his deity. He used it to keep his platinum from being stolen by any of the Disciples of Delights who live and worship below the villa. Hadonis told everyone living in the complex that one of his pieces of cutlery is *cursed*, but didn't tell them which piece. So far, none of the Disciples of Delights has had the nerve to take a chance.) The *curse* can be removed by a 6th-level cleric or higher. If it is removed, the butter knife is worth 5 gp.

4. Water Closet. This room contains conveniences typical for a water closet in the DM's campaign world.

5. Library. This 20' × 20' room is lined with bookshelves. A table and two comfortable chairs stand in the middle of the room. Many of the books are on the topics of sensuality and attractiveness, although there are a large number of general interest works as well.

HADONIS'S RETREAT



There are two books that are potentially more important to the PCs than any of the other books. One bears no title. Taken many years ago as loot from a "meddlesome" magic-user's body by Hadonis, then left here and forgotten, it is a 1st-level magic-user's standard spell book, holding the spells *read magic, sleep, shield, comprehend languages,* and *armor,* in that order. It resembles the stolen *book of infinite spells,* but Deerhunter will know that it is not what the party is looking for. This book can be sold for 1,500 gp. The second book, titled *Invocations to Shami-Amourae,* is a nonmagical prayer book. There is, however, a map, taken from the previously mentioned defeated magic-user, hidden in a pocket within the back cover. Hadonis intends to follow the route marked on this map when his position in the Disciples of Delights is secure. (Since they're all chaotic evil, he's in for a long wait.) The marked route starts in Highland and continues roughly south for a 14-day journey on horseback, through the forest and into a mountainous area. The destination is not identified, and Hadonis does not know that the map marks the route to the lair of two ancient, spell-using red dragons.

The chance to find either of the two books depends on the time spent looking through the library, since neither is marked in any unusual way. There is a cumulative 1% chance per person searching per round that one or both of the books will be found. If a book is found, there is a 30% chance that it is the book with the map and a 65% chance that it is the spell book. There is a 5% chance that both will be found in the same round. If the PCs find only one book, they can continue looking. The books must be opened to reveal their secrets.

6. Guest Bedroom. This 20' × 30' bedroom contains a chest and a bed with a feather mattress and pillow. The feather pillow conceals a small metal flask filled with one dose of an *elixir of health.* The chest is locked and empty, and its key hangs on a blue satin ribbon from the left bedpost at the foot of the bed.

7. Master Bedroom. This 20' by 30' room is Hadonis's bedroom when he sleeps upstairs. The room holds a fine bed, with feather pillow and mattress, a writing table, and a chest that is unlocked but trapped with a *glyph of warding.* (Thus, the trap can be found magically, but not by a physical search by a thief.) Anyone who opens the chest without saying "Beware!" is struck blind unless he or she successfully saves vs. spells. A blinded PC must be led about by the hand. If the blinded PC takes part in combat, he or she has a penalty of -4 on all "to hit" rolls. The blindness lasts 2-5 days.

The chest contains clothing, personal letters, a book of sketches of human figures, 20 gp, and a *potion of fire breath.* The writing table holds quill pens, ink, and blank paper. The only nonutilitarian object on the table is a small ivory statuette of Shami-Amourae. If the statuette is rotated 90° clockwise, a secret door in the southwest corner of the room opens, revealing a flight of stairs leading down to the Entrance Room, area 9. The secret door remains open for one round.

8. Linen Closet. It takes one turn to search through the linen in this closet. Other than the linen, there is nothing of value here.

9. Entrance Room. When the PCs reach the bottom of the stairs, they enter a 20' × 20' room. The floor is covered in sawdust to absorb blood. One guard is on duty here, a human male named **Marno** (AC 4; MV 9"; F5; hp 30; #AT 1; Dmg by weapon type; S 15, I 12, W 6, D 15, C 11, Ch 10, Cm 11; AL CE; chain mail, long sword; speaks elvish, halfling, stone giant). Marno hasn't quite recovered from a wild party the night before and is found asleep at his post on a roll of 1 or 2 on 1d20. If the roll is 3-7, he is awake but facing away from the stairs and is automatically surprised. If Marno is awake, he fights to the death to keep the PCs from getting past him. He carries no treasure.

10. Corridor. Unlike the rooms in the underground complex, the corridors are not fully dressed stone. In fact, they are little better than natural tunnels. The Disciples of Delights just can't be bothered to do anything more than necessary unless they find their actions to be pleasurable — and nearly everyone who finds work to be a pleasure would not be seen in the company of the Disciples of Delights.

The hall is patrolled by two guard dogs (AC 6; MV 12"; HD 2+2; hp 15, 12; #AT 1; Dmg 2-8; AL N) who attack anyone they do not recognize.

11. Chapel. The chapel walls are decorated with bas-reliefs of scenes that would make a professional streetwalker blush. If the PCs examine the walls for more than one round, they discover that the chapel is dedicated to the chaotic-evil demigoddess Shami-Amourae. Paladins need not examine the walls, as this room and area 12 exude an aura of evil.

A jet-black metal altar sits at the far end of the chapel. Dried human, half-elven, and elven blood cakes the legs of the altar. Any worshipper of Aphrodite, Hanali Celanil, Hera, or Ishtar should definitely want to despoil the altar. One of these worshipers, or any good or lawful PC, who aids in the despoiling of the altar receives 50 xp. For failing to help despoil the altar, he or she loses 50 xp. The bonus or penalty is doubled for clerics and halved if the PC doesn't realize the nature of Shami-Amourae. Other characters have no benefits or penalties for their actions in this room.

This chapel is a stronghold of evil, so that evil clerics (such as Hadonis) have a +1 modifier to their chances to turn paladins in this area. If the altar is despoiled, the bonus to turn paladins is negated.

There is a secret door in the southwest corner of the chapel.

12. Storeroom. This 10' × 20' closet is the storeroom for the altar service, which includes a set of manacles and a blood-stained, weapon-quality knife, both made of jet-black drow metal. These items are *cursed* so that anyone who touches them outside of the chapel or this storeroom becomes unable to approach another creature without making his or her presence known (i.e., surprise is *always* lost). If the *curse* is lifted, requiring an *exorcism* from a 10th-level cleric or higher, the manacles and knife crumble to dust. It is impossible to find a buyer for these items.

13. Guard Room. This 40' × 30' room is noticeably cooler than the rest of the dungeon, although it is not uncomfortably cold. It is the lair of a small, sub-adult, nonspeaking white dragon (AC 3; MV 12"/30"; HD 5; hp 15; #AT 3; Dmg 1-4/1-4/2-16; SA breath weapon; AL CE). The dragon, a pet of the Disciples of Delights, has been trained to act as a guardian and sentry, and fights to the death if it does not recognize an intruder as belonging to the group living here. It has used its breath weapon once today, to lower the room's temperature. It immediately attacks with its breath weapon, using both remaining attacks before joining a fight with claw and fang. The dragon is fed the bodies of those beings unlucky enough to be sacrificed to Shami-Amourae. Thus, there are many bones in this room, but no treasure.

14. Corridor. Like area 10, this T-shaped corridor could more properly called a tunnel. A guard is posted at the junction of the two hallways. **Sextus** (AC 4; MV 9"; F6; hp 29; #AT 1; Dmg by weapon type; S 16, I 15, W 10, D 13, C 14, Ch 15, Cm 12; banded mail, dagger, *long sword +1 (Pathfinder,* I 12, ego 2, CN, detects secret doors ½" radius) is a glory seeker who attempts to fight off any intruders silently and single-handedly.

Sextus may not be looking toward the PCs when they enter this corridor. The DM should roll 1d10 to find out which

direction he is facing:

1	facing room 18
2-5	facing room 21
6-0	facing room 13

Sextus moves quickly toward the PCs to enter battle as soon as he realizes they are in the corridor. Other than his magical sword, he carries no treasure.

14a. Escape Passage. This is the escape route for the Disciples of Delights. A secret door near the east end of area 14 leads to a 40'-long tunnel. At the south end of the tunnel, sturdy hand- and footholds have been cut into the rock. They climb 115' up to a hollowed-out tree at the top of the cliff. Illumination comes from a *continual light* spell cast on a handhold 60' up the shaft.

15. Reception Room. This 10' × 20' room is soundproofed. It is comfortably furnished with a couch, table, and small empty cabinet.

There are two men in this room, one wearing leather armor, the other not visibly armored. These two are Hadonis's chief aides, who often act in his name without his permission. The one in leather armor is **Kine** (AC 4; MV 12"; T5; hp 18; #AT 1; Dmg by weapon type; S 10, I 13, W 10, D 18, C 14, Ch 10, Cm 12; AL CE; dagger, long sword; speaks halfling, minotaur, and satyr). The other is a magic-user named **Harmon** (AC 6; MV 12"; MU6; hp 29; #AT 1; Dmg by spell or weapon type; S 12, I 16, W 15, D 17, C 15, Ch 15, Cm 17; AL CE; dagger, *ring of protection +1*; speaks bugbear, gnomish, halfling, orcish, and spirit nag). Harmon has memorized the spells *identify, shocking grasp* (×2), *spider climb, flaming sphere, stinking cloud,* and *phantasmal force.*

Hadonis's two lieutenants can be easily convinced to take a bribe to ignore the PCs. In fact, Kine suggests a bribe if the PCs do not (if, of course, they haven't started fighting). To be effective, Kine's bribe will have to be 1,000 gp or its equivalent in gems, jewelry, or magical items. Harmon can be bought off with a new spell for his spell books. If these two do fight, they attack to knock unconscious rather than to kill, so that they can capture sacrificial victims (male PCs) or slaves (female PCs). The DM should use the vanquishing rules on page 109 of *Unearthed Arcana.* Kine and Harmon change to killing attacks as soon as they realize that they are losing the fight.

The table has a hinged top which, when opened, reveals Harmon's spell books. They are standard spell books which hold all of his memorized spells and also *read magic, armor, sleep, comprehend languages, shield, continual light,* and *Tasha's uncontrollable hideous laughter.*

16. Hadonis's Room. This 20' × 20' room is beautifully decorated and contains a bed, table, chair, and writing desk. It also holds **Hadonis**, wearing black clerical robes (AC 10; MV 12"; C7; hp 33; #AT 1; Dmg by spell or weapon type; S 12, I 14, W 13, D 7, C 15, Ch 15, Cm 18; AL CE). His current selection of spells is *cause light wounds* (×3), *sanctuary, hold person* (×3), *cause disease, cause paralysis,* and *cause serious wounds.*

Deerhunter recognizes him almost immediately. Since Hadonis is the spiritual leader of the Disciples of Delights, he occupies the room guarding the treasure vault. (Besides, it's his house.) There is a 25% chance that Hadonis is asleep when the PCs enter the room. If asleep, he awakens in two segments. He attacks, intending to take prisoners, without engaging in idle conversation.

The writing desk holds paper, ink, quill pens, padded manacles (showing signs of heavy use), and the key to the treasure room (area 17). The door to the treasure room is hidden behind the chair.

17. Treasure Room. This 10' × 20' room holds the Disciples of Delights' treasure hoard. It also holds two giant rats, (AC 7; MV 12"/6"; HD ½; hp 2, 1; #AT 1; Dmg 1-3; SA disease; AL N) which attack anyone but Hadonis. The treasure, scattered loose about the room, includes 14,892 bp (bronze pieces, 4 bp = 1 cp), 9,267 cp, 1,051 sp, 523 ep, 96 gp, 11 pp, two gems worth 50 gp each, a *ring of clumsiness* with the secondary power of *feather falling,* and the keys to the cells in room 21.

18. Barracks. The barracks are guarded by the skeleton of a female half-elf (AC 7; MV 12"; HD 1; hp 4; #AT 1; Dmg 1-6; SD half damage from edged weapons, immune to *sleep, charm, hold,* and cold-based spells; AL N) armed with a long sword. Hadonis animated it and ordered it to attack anyone with a drawn weapon.

Hadonis and his lieutenants and guards are the only permanent residents of the retreat. All other worshipers arrive on the night of the full moon for the monthly sacrifice, but do not stay overnight. Thus, there are only four beds in this 20' × 20' room, each with a shelf on the wall above it. One of the shelves holds a crude obsidian statuette of a horse (worth 20 gp). While it resembles an *obsidian steed (figurine of wondrous power)* and can be enchanted to become a one, it is not magical. The room holds no other treasure.

19. Anteroom. This chamber hasn't been used in the 25 years, since the elves moved out. The door to room 20 is locked, and the key was taken away by the departing elves. Thieves have a +2% modifier to successfully pick the lock because of its age, but they also have a -2% modifier to detect the trap on the door. If the trap is unsuccessfully disarmed (there is no modifier on the chance to disarm the trap), or it is not detected, a grinding noise is heard under the floor. Five seconds later, the floor drops away, revealing a 10'-deep pit. If a player says his or her character is moving out of the room during the five seconds of grinding noise, and the player rolls his or her character's dexterity or lower on 4d6, that PC jumps back into the hall before the trap opens. (Deerhunter always tries to jump back into the corridor.) Characters who fail their dexterity checks fall into the pit, taking 1-6 hp damage. If the lock is successfully picked, the door to room 20 can be easily opened.

20. Pool Room. The only feature of this natural room is a pool of water that has magical qualities. The magic will show up as equal parts of alteration-evocation and necromantic magic if a *detect magic* spell is cast on the pool. If an empty potion bottle is filled with water from the pool, the water changes to the kind of potion that previously filled the bottle. The same is true for an empty bottle that once contained holy or unholy water. This happens only three times for any one person. Drinking the water straight from the pool cures 1 hp damage, one time per person.

The previous elf inhabitants considered themselves keepers of the pool. They left a quarter century ago, when a

drought in the area threated famine, and they have been prevented from returning by the presence of the followers of Shami-Amourae.

21. Cell Block. When these chambers were converted to a holding area for Shami-Amourae's sacrifices, the locks on the bars were enchanted by a 7th-level magic-user. Thieves receive a -10% modifier to their chances to pick the locks.

21a. Cell A. There is one prisoner in this cell, a paladin who was captured 13 days ago. **Marvin** (AC 9; MV 12"; P2; hp 12; #AT 1; Dmg by weapon type; S 15/41, I 10, W 13, D 15/88, C 16/93, Ch 17/15, Cm 12; AL LG) was originally drawn to the dungeon by its strong emanations of evil and was trapped by the guards. Twice a day, each time he is fed, he has been told by the guards that he is going to be sacrificed at midnight. As a result, he has become highly melancholy. Marvin is reluctant to do anything to aid the party without being asked repeatedly.

21b. Cell B. The prisoner in this cell is **Quintus** (AC 10; MV 12"; C3; hp 13; #AT 1; Dmg by spell or weapon type; S 9, I 13, W 14, D 11, C 10, Ch 9, Cm 11; AL CN; speaks duergar, dwarvish, and elvish; spells: *cure light wounds, aid*), a cleric of Dionysus and older brother of Sextus (the guard in area 14). He entered the complex to find his brother and take him away to be "deprogrammed," but he was captured before he ever reached the lower level. His brother intervened to keep him alive but refuses to leave with him. Being a realist, Quintus is willing to leave without Sextus and doesn't blame the PCs if they have killed him.

21c. Cell C. The doors to this 10' × 10' cell are open. In the middle of the cell, a pedestal holds the missing *book of infinite spells*. The pedestal is trapped, of course. Through the bars of his cell, Quintus (Cell B) watched the trap being set, tested, and reset, so he knows what it can do. The trap is triggered by a pressure plate under the *book*. If the plate is not loaded with a minimum of 20 pounds (the weight of the *book*) to a maximum of 22 pounds, the trap is sprung.

Knowing that a trap is present and knowing how it works are very different, so a PC thief must still make a successful *detect traps* roll (with a modifier of -40% to the die roll for knowing the trap is present). If the trap is sprung, the cell doors close and lock, and the cell block fills with *sleep* gas. The *sleep* gas puts everyone present to sleep for 2d6 turns (roll for each person; half duration for a successful save vs. poison.) If a PC can avoid breathing for two rounds (too long to hold one's breath without magical aid), he or she won't be affected. If the trap is triggered, Quintus and Marvin always fail their saving throws.

If any of the Disciples of Delights are left alive, they arrive to strip the PCs of their weapons and armor in five turns. They won't take away any thieves' tools, due to a sloppy oversight (and the game necessity of always allowing the PCs one way out).

SHAMI-AMOURAE
(demigoddess of debased eros, queen of succubi) "The Lady of Delights."

ARMOR CLASS: *-5*
MOVE: *24"/36"*
HIT POINTS: *200*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *1-6/1-6*
SPECIAL ATTACKS: Energy drain
SPECIAL DEFENSES: *+3 or better weapon (+1 if iron) to hit*
MAGIC RESISTANCE: *85%*
SIZE: *M (6' tall)*
ALIGNMENT: *Chaotic evil*
WORSHIPERS' ALIGNMENT: *Chaotic evil*
SYMBOL: *Image of a succubus*
PLANE: *Abyss*
CLERIC/DRUID: *19th-level cleric*
FIGHTER: *12th-level fighter*
MAGIC-USER/ILLUSIONIST: *22nd-level magic-user*
THIEF/ASSASSIN: *Nil*
MONK/BARD: *Nil*
PSIONIC ABILITY: *Nil*
S: 18/00 (+3, +6) I: 18 W: 20
D: 20 C: 19 Ch: 22 Cm: 24

Shami-Amourae normally appears as a succubus with white skin and golden hair. No matter what her form, she always has a comeliness rating between 22 and 25, and never appears as a male. Shami-Amourae has all the abilities of a succubus and all the standard divine abilities listed in *Legends and Lore*. She can also use the following powers at will: *charm monster, clairvoyance, darkness 15' radius, energy drain,* and *trap the soul*. She can *gate* to her location her entire retinue or any one other inhabitant of the Abyss except for the demonic deities and Abyssal planar rulers (such as Lolth or Demogorgon). Her retinue is made up of six succubi with maximum hit points. Once a day, she can change one person's comeliness score by 1d4 points, either up or down. Once every two days, she can cast a *wish* spell.

Shami-Amourae prefers to attack (when necessary) by draining the levels of her opponents. If forced to fight a being resistant to *energy drain*, she attacks with her fingernails.

Shami-Amourae was one of the first intelligent beings on the Prime Material Plane. Upon her death, she became a larva, then a quasit, then a succubus. Her great skill at her craft caused Demogorgon to elevate her to a demigod, and she has used that status to become the queen of all succubi. (This is, of course, a nominal title, since succubi are highly chaotic. However, Shami-Amourae is the one being with any measure of control over every succubus.) In the past, she has warred with Aphrodite, Hanali Celanil, Hera, and Ishtar. Her allies include Demogorgon, Pan, and Tlazolteotl. She maintains an uneasy truce with Pazuzu, but doesn't like his sharing the sky above her (small) Abyssal stronghold.

Shami-Amourae's male clerics must have a comeliness of not less than 15, while her female clerics must have a comeliness of not more than 14. (She enjoys seeing a higher level of male beauty than female beauty.) Humans, half-elves, elves, and halflings are welcome as her clerics. They may not knowingly aid worshipers of Aphrodite, Hanali Celanil, Hera, or Ishtar. Her worshipers sacrifice human, half-elven, or elven males to her once a month, at midnight on the night of the full moon.

No matter what happens, Shami-Amourae won't take an active part in this module. Her statistics are included so that DMs can include her in their own campaigns.

THE KAPPA OF PACHEE BRIDGE

BY JAY BATISTA

A little village with a turtle-shelled problem.

Artwork by Jim Holloway
Cartography by Diesel

Jay Batista manages an engineering staff that designs and markets broadcasting equipment. He has a masters degree, has taught at three universities, and spent nine years as chief engineer and station manager at radio stations around the Midwest. Jay credits his friends in the "Oxford Guild," a group of gamers who live in and around Oxford, Ohio, with being the harshest critics and most enthusiastic supporters of his writing efforts. He is married, has a two-year-old daughter, and is currently working on a science-fiction novel.

The Kappa of Pachee Bridge is an AD&D® game *Oriental Adventures* module designed for 3-5 players of any Oriental class, from 2nd-5th level. Whether a group of religious pilgrims or a samurai with bushi attendants, any strangers passing through Pachee are stopped by the frantic rice farmers, pleading for aid.

This encounter is designed to fit into any Oriental campaign and draws upon Japanese folk legends about the nature of lake kappa, considered here to be a subspecies of common kappa (*Oriental Adventures*, page 124). The village of Pachee is a remote and usually quiet spot where travelers rarely pause, a collection of 35 rice farmers and their extended families, with fishermen, hunters, and herdsmen, a smith, two carpenters, and a potter. It is named for Pachee-ko, a deep, stream-fed lake west of the village. The waters of Pachee-ko irrigate all the rice paddies and yield the fish that feed the townspeople.

Adventure Background

As the PCs approach the village from the southeast along the main road, farmers begin to come in from the fields and follow them. Soon, 30-40 rustics are swarming around the PCs at the village gate. From out of the crowd of townspeople steps a man dressed in leather who stands forward and bows to the approaching PCs. His bow is copied by the entire group of villagers, who have encircled the PCs at a respectful distance of 20'. The people as well as the gate are a bit shabby, but the streets are clean and the main road is cobbled. The houses are all single-story bamboo and stone constructions.

The smith begs you to hear and aid them. If allowed to speak, this is what he says:

"I am the first citizen of Pachee, Ho Lung Pei. The Boy of the Bridge has taken to stealing children again, although he has not done this since my father's time. Once a horse would satisfy his hunger, but now five children are gone, and Toi Po says his brother Chao is missing. The merchant Yorta is also long overdue. We need some brave warriors to assist us and defeat the evil kappa that lives in Pachee-ko."

Two other citizens step forward and are presented as the sage Tzu and Mo Li Toa, the son of Ling Toa, a fisherman. The old man Tzu speaks first:

"I have come to warn you — this monster cannot be slain by swords and has lived in the lake since my father's father's time. It holds ancient and evil wisdom in many arts. Its knowledge of medicine is so excellent, it can completely recover from any dismemberment or wound that doesn't kill it outright."

The second man tells this story:

"My father was returning from a trip north to sell smoked carp. It was late in the evening, and it had begun to rain. He was hurrying through the forest when he almost stumbled over a little boy crying in the path. The boy was missing an arm, and he told my father that it was tangled deep in a nearby briar patch. My amazed father drew his knife and hacked away at the brambles until he found a scrawny, white arm tangled in the weeds. The maimed child begged to be carried back to Pachee, and my father was more than willing, but when they reached Pachee-ko, the boy grabbed the arm and dove into the lake! It was then that my father knew he had been carrying a kappa.

"The next night, the kappa visited my father and showed him his arm, reattached and working properly. As a reward for aiding him, the kappa lent my father a magic bowl for our family ceremonies. This bowl causes any food placed in it to change into the finest quality fare, rivaling a king's feast. It has been lent to my family five times and faithfully returned to Pachee-ko at dawn the following day. We fear the wrath of the kappa if we keep it."

Ho Lung Pei continues:

"I ask that you honorable gentlefolk dwell upon our terrible plight as you travel. You will cross the bridge at Pachee-ko. When you do, that is the time for action. Your destiny lies along this very road. If you decide to help our humble city, I pledge all our resources to your disposal. Ask for anything we have and it is yours."

For the Dungeon Master

These three NPCs know nothing more, although others in the crowd have valuable knowledge. Any PC who decides to question the townspeople should roll 1d100. Use the following table to determine the information gained.

Roll	Information
01-15	"Take melons and cucumbers as gifts."
16-29	"If you kill him, he will put a terrible curse on you."
30-44	"He once defeated a hero of our ancestors!"
45-64	"He's a vampire!" (false)
65-74	"He can grow five times his size." (false)
75-84	"He's been around for years."
85-94	"He ate my cousin."
95-00	"He killed my father and took a family heirloom, a jade signet ring." (See Concluding the Adventure.)

Everyone in the village has seen the kappa once or twice, in the form of a small boy either swimming in the middle of the lake or peeking over the irrigation gates that flood the paddies. Villagers always fish in groups of three to discourage the kappa from mischief, but sometimes he ties their lines together or hooks them to a sunken log. Some know of the kappa's curse but don't bother to mention it (see the section on the kappa).

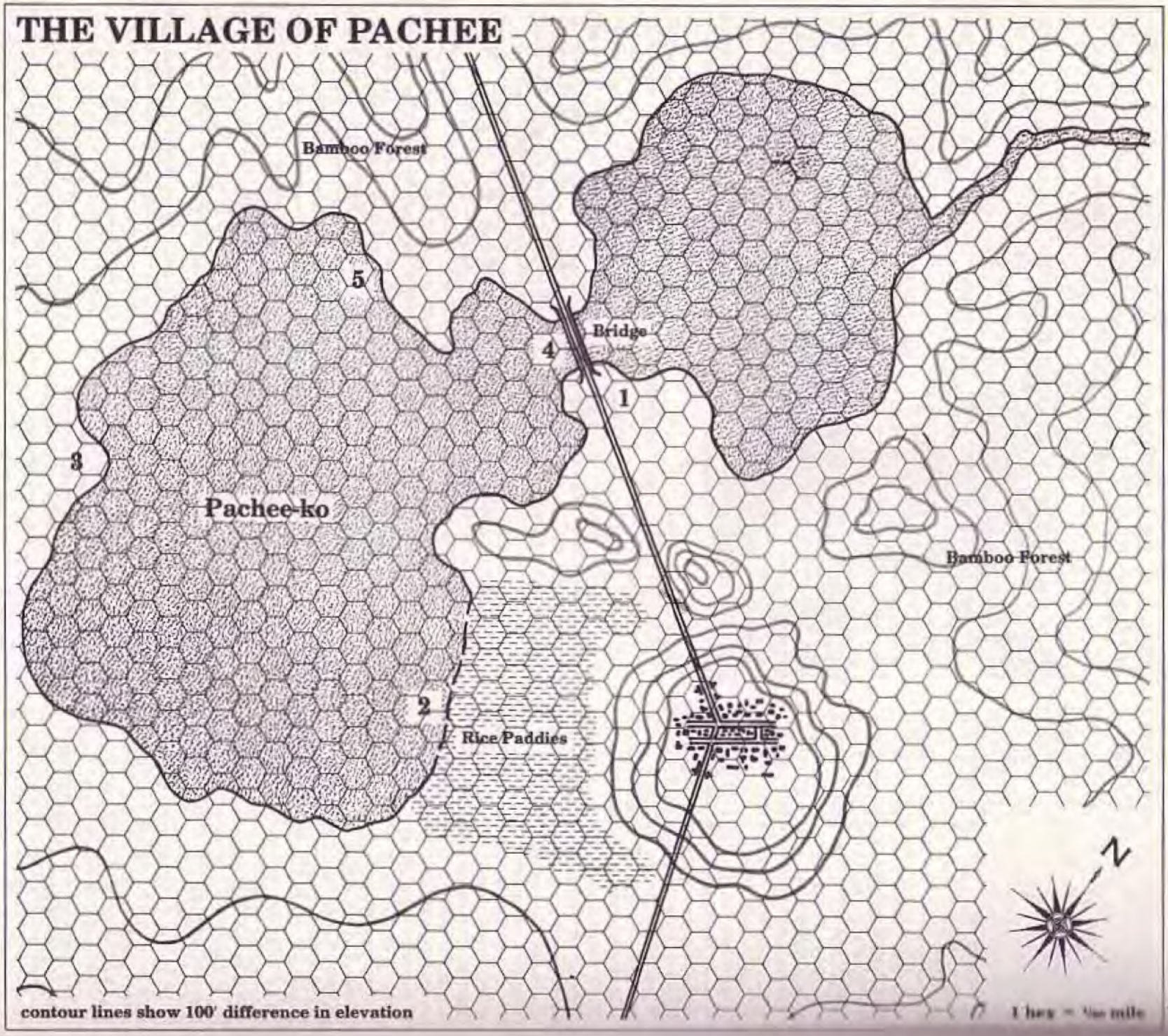
The villagers of Pachee follow the PCs to the edge of town, pleading for help and offering various livestock and food as reward. They have crude nets and ropes, and will loan them to the PCs if requested. Long bamboo spears designed for fishing are also available. None of the villagers are brave enough to escort the PCs to the Pachee Bridge, but they say the main road crosses it about a half-mile west of town.

The town of Pachee sits on a hill about 300' above the lake, overlooking the rice paddies to the southwest. The village and lake are surrounded by a bamboo forest, not impassable but thick in places. The bamboo groves and thickets provide a haven for wildlife, and songbirds abound there. No wandering monsters bother PCs on the road, but if they decide to sneak through the forest or leave the road for any reason, there is a 25% chance that they meet a group of 1-3 badgers (AC 4; MV 6"(3"); HD 1+2; #AT 3; Dmg 1-2/1-2/1-3; AL N). These animals are frightened by men and run away unless *charmed* or captured. They have no knowledge of the kappa.

The lake is more than a mile long and harbors fish, turtles, frogs, and insects. Wild ducks and cranes nest in the tall reeds along the shore, and dragonflies buzz and snap through the air around the PCs' heads. Following the main road northwest, the PCs pass a rutted service road that leads down to the rice paddies where women and children work knee-deep in the mud. The PCs may decide to investigate the irrigation gates (see area 2 below). If they continue on the road, it takes them directly to the bridge.

1. Pachee-ko Bridge. Built 400 years ago by an ancient emperor's troops, this squat and massive bridge was made to carry an army. It spans the narrowest portion of the lake, its low, heavy arches barely 6' above the dark waters. The bridge's 10 pylons are each 10' wide and support huge stone crossbeams hewn from mountain quarries 70 miles to the west. The bridge has no curb or railing; it is 20' wide, leaving plenty of room for safety. Measuring 500' long, this is one of the longest bridges the PCs have ever seen. The water beneath averages 20' in depth.

Upon closer examination, the bridge's age becomes apparent — carvings on the support posts are worn away, a dedication is weathered to illegibility, and cobbles have worked loose, leaving a rough roadway. There is a 30% chance that the kappa is hiding under the bridge, watching the PCs.


THE VILLAGE OF PACHEE
Bamboo Forest
5
Bridge
4
1
3
Pachee-ko
Bamboo Forest
2
Rice Paddies
N
contour lines show 100' difference in elevation

2. Irrigation Gates. Six wooden gates can be opened to allow the lake to flood the rice paddies. Each gate is massive, requiring two men to operate. Pulling on huge rings set in the top lifts the gate at notched intervals, and a release mechanism drops the doors like a guillotine. The gates are set in a stone-and-mud wall that holds back the swollen lake waters. On the other side of the wall is deep, clear water, free of the reeds and moss that clog other parts of the shore.

A giant frog (AC 7; MV 3"//9"; HD 1; hp 3; #AT 1; Dmg 1-3; SA 18" attack leap, +4 to hit with sticky tongue; AL N) lives in the mud of the rice fields, and the farmers warn you that he is their good luck charm. A *speak with animals* spell will allow the PCs to converse with the frog. He can tell them of the kappa's appetite for frogs and utter distaste for dry land. He can also tell them the location of the secret entrance (point 5 on the map) to the kappa's cave on the other side of the lake. This frog has lived to sleep through "five cold times in the black mud of the rice paddies" in spite of the kappa's best efforts to catch him. He will not willingly allow himself to be used as bait for the kappa.

There is a 5% chance that the kappa is eavesdropping from the deep water on the other side of the gates. If noticed, he quickly swims away.

3. The Kappa's Sunning Spot. Surrounded by thick reeds and marsh grass as tall as a man is an overturned stump which the kappa uses as a sunning perch. There is a 15% chance that the kappa is straddling the old trunk, resting or asleep, but holding his head erect to keep water in his bowl-shaped skull (see the section on the kappa). The kappa may be surprised on a roll of 1 or 2 on 1d6.

4. The Kappa's Lair. Fifty feet south of the center of the bridge, the lake begins to get deeper, its bottom sloping down at a sharp angle. At the lip of this drop-off, a pile of stones hides the entrance to the kappa's lair from anyone on the bridge. The lair is completely submerged and can be reached by a tunnel from the secret entrance at point 5 on the map. The lair is a small cavern, barely 20' across, with a low ceiling that forces man-sized creatures to stoop. There is no air here, so PCs must have incredible lung capacity or a magical spell in order to investigate. There is no light, either; a method of illumination useful underwater is required. Bones are scattered everywhere, and a large stone in the center of the cave covers the kappa's treasure. A PC must have 18 or better strength to lift the stone, or PCs can cooperate to lift it. The contents of this trove are detailed below.

Other than the treasure, the lair holds nothing of value. There is a 60% chance that the kappa is in his lair when the PCs arrive, and a 40% chance that he is out hunting.

The Kappa

A kappa looks like a small boy with a turtle shell on his back, until you get close enough to see the ancient eyes, pointed teeth, and peculiar concave skull. This particular kappa is named **Hoj Ta** (AC 3/-2; MV 6"//18"; HD 4; hp 17; #AT 2; Dmg 5-10/5-10; SA martial arts, curse; SD regeneration; AL CE). He has spent the last 346 years here in Pachee-ko, a nowhere place with scrawny children. For thousands of years, Hoj carried the Celestial Emperor's entourage on his back, until his final trip when, picking up the royal concubines from the baths, he greased his shell so that the girls slipped off into the mud, then jumped in with them! The Emperor might have been soft on him if the girls hadn't had so much fun. Hoj was sent to the earthly planes for 360 years of punishment; he has 14 years to go, and has slipped into his old habit of eating tasty (if nearly meatless) young humans.

Hoj is of average intelligence but often acts like a little boy. He is fascinated by travelers and watches the PCs from under the bridge or the bottom of the lake. Upon sighting a powerful party, Hoj swims away and hides in the depths. He is not a vampiric kappa, so his nature is more chaotic than evil — but he is still unpleasant.

This kappa has a most important weapon: his *death curse*. If he is killed, his spirit casts a curse upon those who fought him in his last battle. Up to four opponents may be so cursed. Each person must save vs. death magic exactly four rounds after the kappa is slain. Failure indicates that the person has a permanent −4 penalty to all "to hit" and saving-throw rolls, until such time as a *remove curse* from a shukenja of 10th level or greater is cast upon the affected person. Additionally, everyone within 30' of the cursed person receives a −2 on all "to hit" and saving throw rolls, for as long as they remain within that radius. The Celestial Empire does look after its own. In a bad situation, the kappa won't hesitate to tell his opponents about the curse; whether they believe him is another matter.

Kappa also regenerate 1 hp per round through their knowledge of mind-controlled medicine. While they can't regrow a severed limb, they can rejoin one, even months later. Lake kappa need this power more than other sorts of kappa, as their limbs are more fragile. Anyone striking at a lake kappa with a bladed weapon of quality or a magical bladed weapon has a chance to cut off one of the kappa's limbs. A "to hit" roll of 19 or better indicates that this has occurred. Roll 1d6 to determine which limb was lost (1-2: right arm; 3-4: left arm; 5: right leg; 6: left leg). The lake kappa cannot lose its head in this manner because of the presence of the shell and its habit of pulling its head in during a fight. Hoj Ta, the kappa in this adventure, once had the bad fortune to anger a ronin with a katana of quality (thus leading to the story told of it by one of the villagers), but the kappa isn't likely to mention this to the PCs.

Hoj approaches any solitary traveler and offers to finger wrestle. He invites that person to come to the edge of the water and link smallest fingers. Each then attempts to pull the other across the shoreline. The kappa uses his superior strength (18/00) to try to pull the PC under the water. To simulate the finger-wrestling match, have each participant roll his or her *bend bars/lift gates* roll; if both succeed or both fail, nothing happens in that round. Failure to make the roll when the opponent makes his roll indicates the opponent wins the match. Success for the kappa indicates he has pulled the PC underwater. Unless aided or able to breathe water, the PC drowns at the end of the next round (giving the PC one chance to escape).

As long as the bowl in his head is filled with water, the kappa is a powerful adversary, even on dry land. His tactics are simple: first trick his opponent, then dazzle him with brilliant fighting technique, then claw away. Hoj fights using the kung fu style (#AT 2, Dmg 1-6/1-6, principle attack: hand

lock and strike). On a PC's "to hit" roll that misses by more than 5 points, Hoj has a 60% chance to catch, or strike and break, his opponent's weapon. When cornered, Hoj fights like a tiger. His claws extend like those of a cat, and he has mastered rolling maneuvers to keep his turtle back facing his opponent.

But, when his head-bowl is emptied, his strength drops to 10, and his limbs may be severed on "to hit" rolls of 16 or better. A maimed kappa will do anything to get his limb back, and this is the best way to defeat and control Hoj.

Hoj can be defeated in battle, netted or speared in the water and hauled ashore, or tricked into coming onto land. Nonsense and foolishness seem to work best with the boyish kappa. A man selling a dead horse might interest him, or two men stuck together at the shoulders and acting like simpletons may draw him out of the lake. A minstrel, shukenja, or wu jen may charm him out. He cannot be tricked into spilling his bowl while bowing, however. That happened 133 years ago, and he doesn't make the same mistake twice.

Once the kappa is captured, negotiations must take place. Hoj brings out only enough treasure to seal the bargain, depending on the severity of the situation. If the players defeated him in battle and hold one of his limbs, Hoj brings out all his treasure. If he was tricked out of the water and the PCs hold a limb, he only brings up the first treasure group and swears there is no more. If he was defeated but the PCs do not have his limb, he offers no treasure but makes one promise that he must keep. In negotiating with the PCs, Hoj lies as much as possible and makes suggestions like, "I'll only eat strangers," or "How about if I only eat children? Nobody will miss them," or "Just a few horses now and then?" He is a nasty and insolent brat and acts it! If he mentions the *death curse*, he invokes the name of the Celestial Emperor, so the PCs will know he is probably not lying.

A samurai can deal for a future favor. For example, in exchange for his arm, the kappa may promise that he will never again eat human flesh and he will help the samurai once in the future. Or, a successful group may demand all the kappa's treasure and make him promise to eat only fish for the rest of his days. Hoj is a sly and cunning bargainer, even in defeat, since he knows only fools would kill him. The DM should not let Hoj give in too easily, but should hem and haw just as the kappa would. His promises, however, will always be kept.

The Kappa's Treasures

There are two groups of treasure that Hoj has accumulated over the years:

Group One contains four cash strings of fifty tael each, three bags of gems (10 ch'ien each), a cursed *lance −2*, a domaru and matching haidate in good condition, and three silver plates (15 ch'ien each).

Group Two contains the kappa's most prized possessions: a jade and gold signet ring (worth 50 ch'ien, see Concluding the Adventure), a magical enameled *war mask* that lowers the morale of all enemies facing the wearer by 15% (value 100 ch'ien), a *short bow +1* made of a horse bone (150 ch'ien), 20 bone arrows with hollow tips (+2 to damage due to shatter, duct to add poison if desired, worth 5 ch'ien each), a *bowl of quality* and ornate cover (changes all food placed inside to the finest quality fare by means of a *purify food and drink* cast once per day; value 200 ch'ien), and a wagon that once belonged to a passing merchant.

Concluding the Adventure

Honor points are gained through the following actions:

+1 point: Defeating the kappa in battle;

+1 point: Showing the villagers either treasure or a limb as proof of defeating the kappa; and,

+1 point: Returning the jade signet ring to its rightful owner.

No honor is gained for tricking the kappa or bartering with him. Beatings and harsh treatment do not bring honor. To trick and kill the kappa is dishonorable as well as dangerous.

The people of Pachee offer successful PCs a feast of humble fare, but in generous proportions, and minstrels are called in to entertain. The villagers invite the PCs to spend the night and promise that the town will be eternally grateful, their homes and hearths always open for these heroes.

WHOA

(continued from page 1)

While we try to give you enough information in each adventure to run the module without extensive page flipping, we assume that DMs are familiar with the game system and have access to a bare minimum of the source books. For AD&D game adventures, we assume you have the *Dungeon Masters Guide* and *Players Handbook*, as well as *Monster Manual, Monster Manual II*, and FIEND FOLIO® Tome. We give statistics for all monsters and NPCs, but the conscientious DM should look up the full description of a monster in the appropriate book. When we print an Oriental module, we assume you have a copy of *Oriental Adventures*. For D&D game modules, you should have all sets up to and including the level of the adventure.

While we try to group all pertinent information where it is most useful, we also assume that the DM will read the *entire* module before attempting to run it. This may mean detailing the contents of some rooms, researching the background of an obscure monster, or deciding how an NPC will react under likely conditions. We know that these short scenarios are often useful when dropped into an ongoing campaign, so we try to make the locales as generic as possible. It's up to the DM to work them seamlessly into his or her campaign world.

We also assume that quite a few of you reading DUNGEON Adventures are not DMs or will not be running all the adventures. We try to pick adventures that are fun to read as well as to play, so that even if you can only use mid-level AD&D game scenarios, the rest of the magazine is entertaining. A room layout or monster from an otherwise "useless" (to your campaign) module may be modified for use in a dungeon of your own devising. Indeed, a module of the "wrong" level, or even the "wrong" game system, can be adapted by the clever DM whose fancy is taken by the premise and plot.

So, enjoy visiting our "dungeon," whether you are a DM looking for ideas or a player/reader trying to stay one step ahead. And let us know what you would like to see in future issues.—*BY*

THE TROUBLE WITH MYLVIN WIMBLY

BY ANDREW McCRAY

The enemy you hunt may not be the enemy you find.

Artwork by Roger Raupp
Cartography by Diesel

Andrew McCray was introduced to the D&D® game by his dad, the DM of Andrew's group for three years. When his father resigned as gamemaster, the group selected Andrew as his successor. Currently a freshman planning to major in psychology at Millsaps College in Jackson, Mississippi, Andrew hopes that the publication of Mylvin Wimbly *breaks the streak of bad luck he has had in getting his work published.*

This Basic D&D game scenario — best used as a diversion between two longer adventures — is designed for a party of 6-10 characters from 1st to 3rd level, preferably including at least one halfling. If the party is more or less powerful than the recommended size and level, the DM should increase or decrease the number of orcs under the control of the chaotic magician.

The DM may choose between reading the Adventure Background to the players or playing out the PCs' first encounter with Mylvin Wimbly.

Adventure Background

Having left town a little later than expected on an expedition to check out an offer of employment, your party is caught in the middle of a large forest by nightfall. Realizing that there is no inn for miles, you set up camp in a clearing in the woods. After making a warm fire and picking guard shifts, you drift off to sleep, one by one.

Not too long after the second shift begins, everyone is jolted from sleep by a shout from the guard. You catch a glimpse of a short, humanlike creature racing into the underbrush. The guard explains that he stepped out of camp for a moment to collect firewood. When he returned, he discovered a scrawny halfling digging into one of the backpacks. He yelled, and the startled halfling grabbed one of the packs and fled into the woods.

You scramble to your feet and begin skimming through the packs to find out what the little fugitive took. A magic-user in your group exclaims that the pack containing his (or her) spell books is missing. [If there are no magic-users or elves in the party, the DM should select some other item of great importance for the halfling to steal.]

For the Dungeon Master

Mylvin Wimbly, a loyal friend and hard worker among halflings, once answered an advertisement looking for a fighter to serve as a traveling magic-user's bodyguard. The magic-user, Lazambar the Magician, preferred a human fighter or an elf. However, when forced to pick between Mylvin, who could speak several languages, and a dwarf who put his pants on backward and inside out, Lazambar decided that the halfling was better than no guard at all.

As the weeks went by, Mylvin gradually learned that his employer — despite his grandfatherly looks — was truly chaotic. Mylvin, being neutral himself, merely ignored this difference in opinion as far as their personal relationship was concerned. On one expedition, Mylvin followed Lazambar to an orc encampment where, much to his surprise, he witnessed the charismatic magician gain an orc band as allies, with the help of a few spells. For the next several weeks, Mylvin traveled with Lazambar and the orcs, searching for a treasure Lazambar thought was buried in the region. While hunting for the loot's location, the band camped in a small cave within a large rock near the center of the woods.

In the middle of the second week, one of Lazambar's orc patrols was surprised and almost eliminated by a party of adventurers who had moved into the area. The sole orc survivor of the ambush struggled back to camp and managed to warn Lazambar about the presence of the intruders before he died. Within minutes, the magic-user had his orcish forces ready and launched a hasty, poorly planned counterattack. Mylvin, in his capacity as bodyguard, accompanied Lazambar and the orcs. He was holding his own in the clash when he suddenly recognized two of his old friends in the opposing band. In a predicament between his duty to his employer and his loyalty to his friends, Mylvin quietly withdrew from the fight and observed from behind a tree on a nearby hill.

After inflicting heavy casualties on the orcs, the severely wounded intruders retreated from the forest. Mylvin's two halfling friends, however, were captured by the orcs when they tried to escape. Lazambar was enraged at the damage his forces had taken; he had lost more than half of his orc allies in the costly battle. In revenge, Lazambar decided the halfling prisoners should be tortured to death. Mylvin suggested that Lazambar hold the prisoners for ransom instead, since their deaths would not benefit the magician's cause. Although Lazambar did consider the idea, he dismissed the thought and ordered an orc blacksmith to create branding irons with which to torture the prisoners.

By nightfall, Lazambar was ready to begin the execution. The evil magician placed his irons into a roaring fire. Then he ordered the orcs to tie the halflings to two large oaks so that they faced one another. When the irons grew white-hot, Lazambar selected one and walked to face the larger of the prisoners. In a flurry of indecision, Mylvin started forward, only to be stopped short by thoughts of loyalty to his employer. But the bound halfling's eyes implored him to help in the name of the friendship they once had shared and the bond of their common race. Grabbing another iron, Mylvin charged the chaotic magician. The metal burned through the magic-user's robe and buried itself in his right thigh. Lazambar screamed in pain, and Mylvin dropped the iron and fled.

Although Mylvin never knew it, he saved his friends' lives. The orcs bolted from the camp in an attempt to kill the little traitor; Lazambar drank a *potion of healing* and raced after his henchmen. Left alone in the clearing, the agile halflings managed to wriggle free of the orcs' sloppy knotcraft and ran off in panic. A filthy and exhausted Lazambar returned to his camp to find the prisoners gone; he swore to get even with Mylvin Wimbly if he had to stay in the woods forever.

Now, two months later, Mylvin is still hiding and running in this part of the woods. His supplies are almost gone and he was twice attacked when he asked for food and assistance from travelers in the forest. Mylvin would be perfectly willing to leave the woods and go home, but he knows he must kill Lazambar or have no security anywhere. The orcs, on the magic-user's orders, have set traps and laid ambushes but have not yet succeeded in capturing the halfling.

The forest in which the adventure takes place is quite extensive; only a portion of these woods, however, is shown on the map. The trees stand relatively close together, but a few clearings do exist. Within this handful of clearings are set the many traps and ambushes of the evil Lazambar.

In the center of a large clearing stands a huge rock. Ages ago, it stood in a river bed. The interior of this tremendous boulder has been eroded into three chambers (areas 8, 9, and 10).

The forest map has been drawn so that each hex is about 120' across. Most unencumbered PCs can walk one hex per turn and run three hexes per turn. Mylvin is unencumbered.

Trying to catch a halfling who doesn't want to be caught, in the middle of a dark woods under the moonlight, is a tricky business. Mylvin Wimbly hides from the PCs, leads them into traps, and does everything in his power to evade his pursuers and escape to his small cave hideout (area 10).

The path Mylvin follows to return to his hideout is marked on the map. He runs out of the adventurers' camp toward the northeast, then follows the marked trail and does not deviate from it unless he is forced to do so. Each turn, Mylvin advances one hex along the path toward his hideout. However, if he sees torchlight or any other artificial light source, he runs for three hexes down the trail during the next turn. He also begins to run if the PCs enter his present hex or if they make a lot of noise in an adjacent hex.

The presence or absence of light is important in this scenario. Any creature with a light source — torch, lantern, or magical illumination — is noticed by anyone in the same or any adjacent hex. The carrier of a light source has no chance to surprise. Since the orcs do not regularly carry torches, their chances of surprise are unaffected.

The benefits of carrying a light include an increased chance of finding traps (detailed for each trap) and an easier job of tracking the elusive Mylvin. Parties walking with a light source have a chance of spotting Mylvin Wimbly's escape route. If the PCs are in a hex that Mylvin has passed through, as marked on the map, they have a 25% chance to notice broken twigs, overturned stones, bootprints, and other signs of Mylvin's passing, including his direction of travel. For each elf or halfling in the party, the chance increases by 15% to a maximum of 85%. For example, a party that includes an elf and two halflings has a 70% (25% base + 15% for one elf + 30% for two

halflings) chance to track Mylvin from their present hex if Mylvin has been there previously.

If the party searches a hex that Mylvin has not entered recently, there is a 40% unmodified chance to find a large number of bootprints leading toward Lazambar's headquarters. These prints may be followed, without any chance of losing the trail, because the orcs have no reason to cover their tracks. If the party is not carrying a light source, the PCs automatically forfeit any opportunity to discover both Mylvin's and the orcs' tracks.

Wandering monsters are rare in this part of the woods, but they do appear occasionally at night. Every third turn, the DM should roll 1d8. On a roll of 1, a chance encounter occurs. The DM should determine the direction of approach and roll again to determine the nature of the encounter:

1-2. 1-4 **orcs** (AC 6; HD 1; hp 5 each; MV 120' (40'); #AT 1; Dmg by weapon type; Save F1; ML 8; AL C) carrying spears and looking for Mylvin. Each orc has 1-10 sp on his person.

3-4. 2-5 **giant rats** (AC 7; HD ½; hp 3 each; MV 120' (40'); #AT 1; Dmg 1-3 + disease; Save normal man; ML 8; AL N) out hunting for food.

5-6. 1-6 **orcs** (same as above) with short swords, on their way to relieve the guards on duty at area 6. Each orc has 1-10 sp on his person.

7-8. 1-6 **orcs** (same as above) with short swords, returning to Lazambar's headquarters.

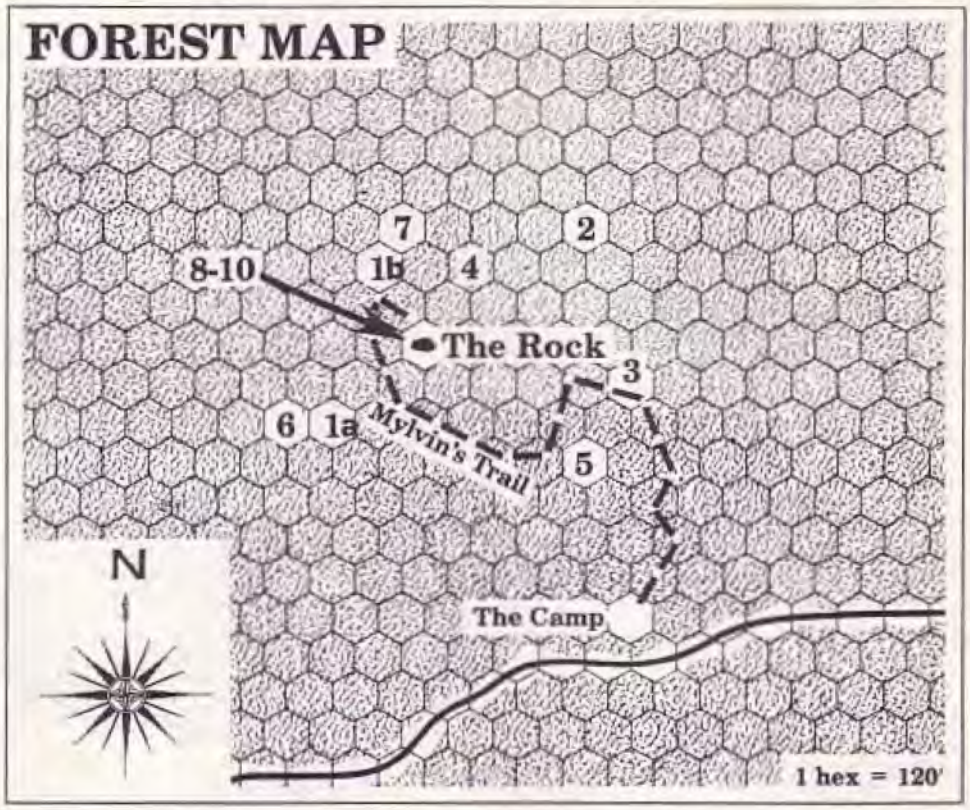
Encounter Locations

The encounters given here are shown on the Forest Map.

1a and 1b. The Pits. These two areas each contain a poorly camouflaged pit. The pits are easy to spot (90% chance) in daylight, but at night they are discovered only 50% of the time by walking PCs who carry some form of artificial light. Running PCs take a 15% penalty on their chance to discover the pits, and those PCs who are moving without a light receive a −20% penalty. Any PC who steps on top of a pit falls in, but companions who are following close behind have a 90% chance to stop in time if walking, 30% if running.

Mylvin Wimbly has fallen into each of these 15' × 15' pits once, so he no longer ventures into these areas unless he is trying to escape from an enemy. Fortunately for him, both pits were only 5' deep when he fell in, and he escaped easily. Lazambar later ordered the orcs to deepen both pits to 10'. Because of the roughness of the walls, any PC rolling his dexterity or less on 1d20 is able to climb out of the pit during the next round. Anyone falling into either pit takes 1-6 hp damage.

There are several small metal cups, attached to a cord tied to the camouflaging branches, that rattle loudly when anything falls into a pit. If someone falls into pit 1a, there is a 75% chance that three members of the orc detachment just west of the pit (area 6) arrive in 7-12 rounds. The drunken orc guards at area 7, just beyond pit 1b, are unable to make any organized response to the rattling sound.

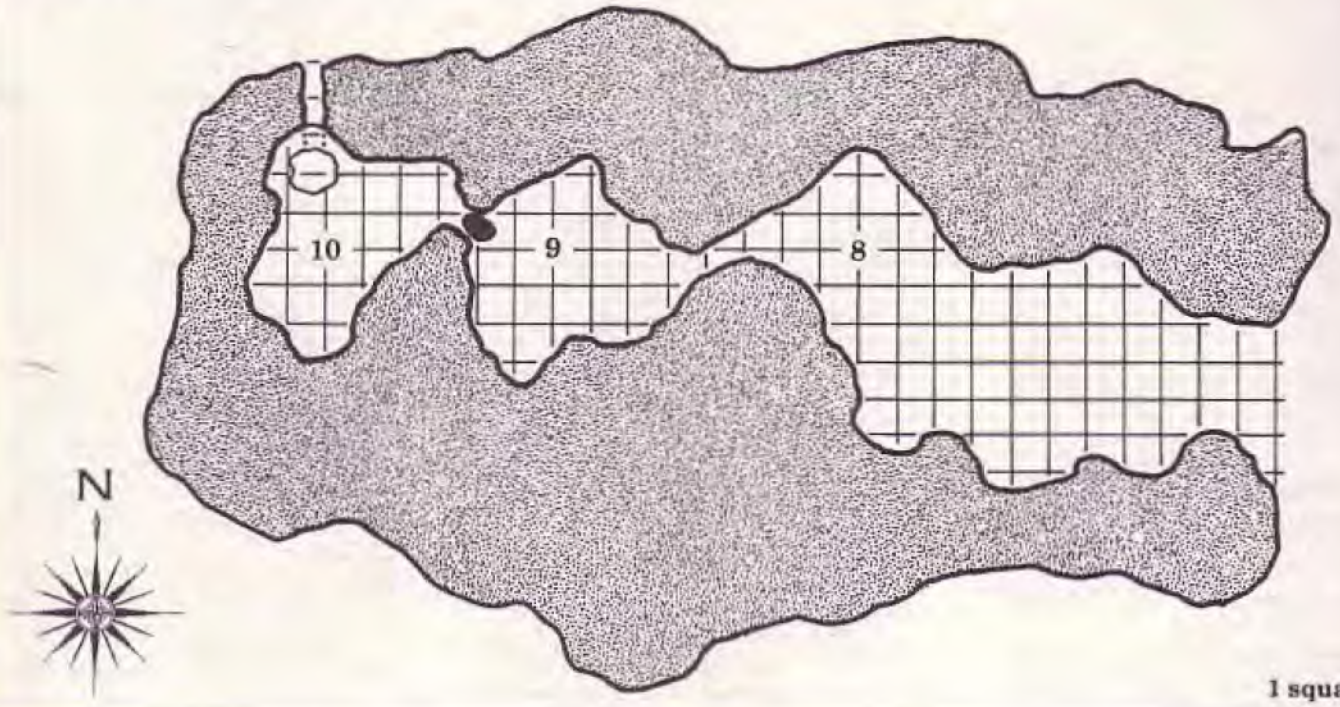


2. The Mound of Dirt. This mound was made by the orcs from the dirt they removed to make the pits at areas 1a and 1b. Lazambar forced the orcs to carry the dirt here to prevent enemies from guessing the locations of the pit traps. The soil-and-clay mound is about 20' long, 20' wide, and 6' tall. PCs attempting to run over the mound must roll their dexterity or less on 1d20 or lose their footing on the loose soil.

3. The Branch Trap. The orcs thought this trap might incapacitate Mylvin so he could be easily captured. Unfortunately, the stupid orcs picked a branch 3½' from the ground, and it sails harmlessly over Mylvin's head. On the ground, a raised trip wire is tied between two oak trees. Walking PCs have a 50% chance of stepping on the trip wire; running PCs have a 90% chance of touching the trigger. If the thin trip wire is touched in any way, a large branch swings forcefully between the trees, hitting the first PC to pass between the trees if the party is headed north or west; however, the back of the PC immediately following the leaders is hit if the party is heading south or east.

Quite possibly, the PCs might notice this trap before they activate it. Thieves can spot the trap with the usual chances, and elves and halflings have a 25% chance to notice the trap. There is no chance, however, of finding the trap while running or moving without light. The PC who spots the trap sees a huge

THE ROCK IN THE FOREST



branch wrapped back around the side of its tree and tied to a stake on the other side of the trunk. Touching the trip wire causes the loop to slide off the stake, releasing the branch in a forceful arc.

Mylvin has enjoyed this futile attempt to catch him, and suffers no remorse for leading his many tormentors here for a free belly ache. An elf, human, or orc takes 2-8 hp damage if hit by the branch. Dwarves are hit on the forehead (or back of the head) and take only 2-5 hp damage, but must save vs. breath weapon or be knocked unconscious for 2-5 turns. PCs wearing plate mail take 2 hp damage less than indicated on the die, and PCs running south or east — the direction the branch swings — take 1 less hp damage. The trap always does at least 1 hp damage, even if the final result is less than 1. Halflings suffer no adverse effects, as the branch swings above their heads.

4. The Net Trap. If PCs are not running when they approach this area, they may notice that leafy shadows in daylight form a diamond pattern on the ground. They can discover the reason for this by looking up. Stretched between the trees surrounding this clearing is a 50' × 50' fisherman's net with weights attached in several places. When a PC enters this hex, he crosses a trip wire set by the orcs (50% chance of springing the trap, causing the net to fall). A PC standing near the edge of the net must roll his dexterity or less on 1d20 to avoid being trapped by the falling net. Those PCs standing squarely within the clearing have no chance to avoid being trapped by the net. Entangled PCs require 3-30 rounds to get free.

Mylvin has already examined this particular trap in detail, and he knows the trip wire locations and what happens if one is pulled. As a result, he does not enter this area while being pursued. He has, however, led various groups of orcs into the trap by standing as bait near the middle and escaping when the orcs charge. He might do the same to the PCs if necessary.

5. The Snare Trap. Four of the trees in this section of the woods are equipped with foot-grabbing snare traps. PCs walking with light sources have an 80% chance to notice either the ropes hanging from the trees or the loops below, thus avoiding the embarrassing and uncomfortable problem of finding themselves suddenly hanging upside down in the middle of the clearing. If the PCs are running or moving without light, they receive cumulative penalties of 40% (running) and 30% (no light) to locate the traps.

Anyone who is not aware of the traps has a 40% chance of being grabbed by one of the snares. PCs snatched from the ground by these devices are totally helpless until another PC cuts the rope. When the rope is cut, an elf or human suffers no harm if he puts out his arms to break the fall. But 6' off the ground is quite high for a dwarf or halfling. These races take 1-3 hp falling damage if no move is made to catch them.

6. Orc Ambush. There are six orcs (AC 6; HD 1; hp 7, 6, 6, 4, 3, 2; MV 120' (40'); #AT 1; Dmg by weapon type; Save F1; ML 8; AL C; 3 have crossbows, all have short swords) hiding in this dark clearing. They do not hesitate to attack a party that includes elves, but if the party has no elves, they react positively on a roll of 9 or better on 2d6. If the reaction is positive, and if the adventur-

ers perform no hostile act, they offer to take the PCs to Lazambar.

If the orcs attack, the three archers (hp 6, 3, 2) each fire one quarrel from their crossbows, then all the orcs take up swords and attack. If their morale fails, they attempt to flee to Lazambar's headquarters; failing this, they surrender. Each orc has 1-20 sp on his person.

If the PCs fall into the pit at area 1a, the orcish archers are sent to investigate. If the party has slain the archers at the pit, the PCs find only three orcs with short swords here at area 6.

7. Drunk Guards. In this small clearing, three orcs (AC 9; HD 1; hp 6, 4, 3; MV 30' (10'); #AT 1; Dmg by weapon type; Save F1; ML 11; AL C) are sitting around a dying campfire. They have had a little more wine than they should have. Scattered about the outpost are 14 empty and two half-full wine bottles. The orcs are stationed here to check on the nearby pit (area 1b) and net (area 4) traps. In their present condition, however, the orcs are incapable of checking the traps.

When the PCs enter the orcs' camp, roll 2d6 for the orcs' reaction. If the result is above 7, the orcs burst into laughter, apparently finding the PCs' dress hilarious. If the result is 5-7, the orcs merely sit and stare in a drunken stupor. However, if the result is less than 5, the orcs insult the PCs for 3-12 rounds, then attack if the adventurers have not left. The orcs have spears but always swing last, at a −4 penalty to hit. PCs may avert violence by offering another bottle of wine, which the orcs eagerly accept, assuming the adventurers join their little celebration. Each orc carries 1-12 sp.

8. Lazambar's Headquarters. A narrow pathway leads up the side of this huge rock. Next to the path, in a protective niche in the stone, stand several excavation tools, all covered with dirt. In addition to the spades and shovels, the niche contains a small cart, its interior walls encrusted with dirt.

At the top of the path, an opening in the rock leads into the cave that serves as the headquarters for Lazambar's operations to capture the halfling. The statement "all wounds heal through time" is untrue in this case. Lazambar's rage has only gotten worse since Mylvin fried his leg. In fact, the magic-user is on the verge of insanity.

The cave is lit by torches held in makeshift holders. When the PCs enter, 10 orc guards (AC 6; HD 1; hp 8, 7 (x2), 6 (x2), 5, 4, 3 (x2) 2; MV 120' (40'); #AT 1; Dmg by weapon type; Save F1; ML 8; AL C) move to halt the intrusion by blocking the passageway to the rear section of the cave (area 9) and aiming crossbows at the PCs. As long as the PCs do not attack, Lazambar the Magician emerges from the back of the cave in two rounds.

If the party does not have Mylvin Wimbly, roll 1d10 and subtract the number of halflings in the party. If the result is greater than 1, Lazambar talks with the party briefly, responding to their questions to the best of his knowledge. If he is probed about the halfling, he tells the PCs a condensed version of the DM's history, modified to sound like the traitorous halfling roasted Lazambar's leg with a branding iron while he slept. He might be willing to let the group spend the rest of the night here if they have no halflings or elves, but he would prefer to bid them farewell, asking them to report findings to him.

If the result of the roll is 1, or if Mylvin is with the party, Lazambar orders the orcs to attack and retreats to the back of the cave. Four orc archers each let one quarrel fly, then all the orcs attack. The orc archers and their leader (8 hp) use short swords in combat; the rest employ spears. If the orcs lose morale, they retreat to the rear of the cave. As long as Lazambar is alive and within sight, they continue to fight; the orcs surrender if Lazambar dies, surrenders, or disappears. Each orc has 1-20 sp, and each orc archer has 2-7 extra quarrels in his quiver, for use in prolonged missile battles.

9. The Sleeping Cave. When the party arrives at the back of the main cavern, they find a narrow tunnel leading to a smaller cave. Six cots are scattered about this enclosed area. A chest is hidden beneath each of the cots and a backpack lies on top of one of the beds. The decor of this sleeping room is dominated by a large rock set into the west wall. Some resourceful orc has set a stubby candle atop the rock, and the wax has melted down the stone in gray rivulets.

Lazambar always felt he was close to catching Mylvin, but he never knew just how close he was. If three PCs with a combined strength of 40 pull on the rock, it rolls out of the way to reveal Mylvin's hideout.

If Lazambar is forced to fight, he approaches the bed with the backpack and casts his spells. The first spell he casts — when he detects the orcs are losing in the front cave — is *mirror image*. He then casts *sleep* and *charm person*. If it becomes evident that he will not be able to defeat the party, he grabs his backpack — if he can — and casts *invisibility*. After doing this, he escapes to plot his revenge. When the PCs emerge from the cave, Lazambar follows them without their knowledge, if possible.

Five of the chests contain food and other supplies: torches, oil, etc. The other chest, the one under Lazambar's cot, contains only food and 100 additional quarrels for the orcish archers. Beneath the false bottom of this chest are 834 sp, two rubies (worth 50 gp each) in a small pouch, two *potions of healing*, and a map indicating some kind of treasure cache buried nearby. The DM may decide if the cache actually exists and what treasure it holds.

If the PCs grab Lazambar's backpack, they find two weeks worth of rations, three torches, a tinderbox, a small blanket, a purse containing 25 sp, and a bottle of watered wine. In addition, the backpack contains a falsified copy of the map in the chest; Lazambar never totally trusted the orcs and thought they might attempt to seek the hidden cache themselves. Besides the false map, Lazambar also kept his spell book in the pack. This spell book contains all the spells Lazambar knows. Needless to say, losing his spell book will handicap Lazambar significantly. If the party takes the spell book, they are visited by a plague of thieves in Lazambar's hire who try to steal every book in the PCs' possession until the magic-user gets his spell book back.

10. Mylvin Wimbly's Hideout. PCs who examine the northwest side of the huge boulder in the clearing notice a small gap in the bushes surrounding this side of the rock. If they probe the gap, they discover a small hole in the boulder that leads to a short tunnel. The hole is too small for all but crawling dwarves or smaller creatures, and the tunnel is no wider than the hole. Magical means of entry may, of course, also be used. About 10' in, the tunnel turns sharply upward and widens

significantly. Any PC who can fit through the tunnel may climb up into a small room that has served as Mylvin's hideout for the last two months.

This room is connected to Lazambar's headquarters through an opening in the east wall. A large boulder, shoved into the gap from the other side, blocks this opening. If three PCs with a combined strength of 40 push on the boulder, it rolls into a larger cave beyond, which is Lazambar's base of operations. The magic-user would have the orcs crawling all over this place if he knew about it. Mylvin often listened at the boulder for information about new ambushes.

If the PCs caught Mylvin earlier in the adventure, this room is uninhabited. If Mylvin has escaped their efforts, continue reading this section.

In the enclosed space, the PCs see a candle flickering; beyond that, a small creature huddles over the contents of a backpack (the one stolen from the PCs) which he has just emptied onto the ground. Piled about on the bare rock are numerous other items which the halfling has also taken. Obviously, this little thief made a regular habit of acquiring other people's things. If the PCs wait a few rounds, they hear sobbing and a quiet whisper of complaint: "So hungry . . . no food."

Mylvin Wimbly will certainly be surprised to learn that anyone has found his little hideout. If the PCs approach him with hostility, he cowers in a corner. If they attack, however, Mylvin fights as best he can with his short sword. In the third round of the fight, Mylvin begins to suffer stomach pains, and his "to hit" rolls are decreased by 2 until the fight is over.

If the PCs approach him sympathetically, Mylvin is willing to talk — once he is assured the PCs are not working for Lazambar. Mylvin can tell the PCs most of the information given in For the Dungeon Master. If the PCs offer him food and drink, he accepts without question. He knows he will die soon without sustenance; if the food is poisoned, it will just make the ending come a little quicker. After eating his fill, he becomes much more affable.

Mylvin is quite willing to give the PCs anything in the room they want that is not his personal property. The items the party may take include a box of nine pink candles, three backpacks, five iron spikes, a stuffed eagle, a crowbar, a small sack, a broken lantern, and the party's backpack and its contents.

If, after the halfling tells his tale, the PCs agree to eliminate Lazambar, Mylvin can lead them around the rock to the magic-user's headquarters (if the PCs have not previously been there). Mylvin has not recovered sufficiently to think of suggesting that the PCs move the boulder and surprise Lazambar and his orcs from behind, but the PCs may discover this possibility themselves.

If Lazambar is defeated, the halfling may become a henchman/ally for the party, if the DM believes the party could benefit from the association and the PCs are willing to add him to their band. If the halfling does not join the group, he returns to his hometown, marries his childhood sweetheart, and vows never to go adventuring again.

Concluding the Adventure

Just because the characters may have found Mylvin and defeated Lazambar doesn't mean this scenario is exhausted. The adventure, in fact, may be just beginning. The PCs may have Lazambar's treasure map and attempt to find the hidden cache. It is also quite likely that Lazambar (if he survives) will seek revenge on the adventurers, and of course, he still has a score to settle with Mylvin Wimbly.

NPC Capsules

Mylvin Wimbly is a 1st-level halfling adventurer and ex-bodyguard (AC 7; hp 6; MV 90' (30'); S 10, I 13, W 9, D 13, C 14, Ch 12; #AT 1; Dmg by weapon type (−1 for weakness); Save H1; ML 4; AL N). His present equipment includes leather armor, a crossbow with seven quarrels, a short sword, a backpack, a tinderbox, and a pair of unused torches. He gratefully accepts anything the PCs offer him to increase his supplies, because he has no money whatsoever to purchase the things he needs.

Mylvin Wimbly is fun to be around when times are good. In bad times, however, he tends to become withdrawn and moody. He is fiercely loyal to his friends and employers. PCs that allow him to join their party will find him a determined fighter who takes reasonable risks in combat, a willing negotiator when he can communicate with monsters, and a shrewd business dealer who can often (50% chance) get a weapon or suit of armor at only 80% of its list price. Due to his intelligence, he speaks the language of pixies in addition to the common tongue and halfling speech.

Allowing Mylvin to join the party does have its drawbacks, however. He never agrees to be left alone with any magic-user. He also is moderately allergic to fur and begins sneezing violently if a large quantity of hair (a bear rug, for example) comes within 20' of his nose. The DM should roll for wandering monsters twice as often when this allergy is activated, and no surprise is allowed the party during one of Mylvin's sneezing fits.

In addition to his allergy, Mylvin has arachniphobia and lunges into the arms of the nearest person at the sight of a mere house spider. There is no telling what might happen if he sees one of the larger spider varieties common in dungeons.

Lazambar the Magician is a 4th-level magic-user, adventurer, and experienced cain-raiser (AC 9; hp 10; MV 120' (40'); S 12, I 17, W 8, D 12, C 9, Ch 16; #AT 1; Dmg by weapon or spell type; Save M4; ML 8 (9 if Mylvin is present); AL C). He uses a *dagger +1* in combat, but he also has two normal daggers in case something happens to the magical one. Lazambar is well stocked with supplies, and his backpack serves as an emergency pack. He speaks common, orc, goblin, and ogre.

Lazambar is a familiar figure in certain isolated areas of the world. People love to stage contests for him. The most popular form of these competitions is an archery contest with a moving target — Lazambar is given to the count of 10 to run as far as he can before the archers start shooting.

Lazambar's personality made him so popular with his magic instructor that he was given a spell book with only *read magic* in it. From this rather disappointing beginning, Lazambar has collected the following spells: *charm person, detect magic, hold portal, read magic, sleep, invisibility, levitate,* and *mirror image.* At the time of this adventure, he has memorized *charm person, sleep, invisibility,* and *mirror image.*

Lazambar's present objective is to exterminate Mylvin Wimbly but he is quite willing to add other targets to his list. He is very bigoted toward halflings and would love to leave each of them with the same scar on the right thigh that Mylvin gave him.

THE EYES OF EVIL

BY TOM HICKERSON

Conquest, not beauty, is in the eyes of this beholder.

Artwork by Roger Raupp
Cartography by Diesel

While this is the first publication of Tom Hickerson's work, he hopes this is the start of a career in writing. Tom is currently a sophomore at Johnston High School in Austin, Texas, and an avid fan of numerous role-playing games, including the AD&D® game. He also enjoys hiking, swimming, and reading.

This AD&D game adventure is designed so the DM can easily fit it into a single game session. It is suitable for 5-8 characters of 10th level or higher. At least one paladin should be included. The party should also have several powerful magical items, since the challenge that it faces is great. The geographical background and the local population are left vague so that the adventure can fit any campaign setting.

Adventure Background

Your band of weary adventurers has stopped at Vynald, a small town to the south of a long stretch of mountains. The town's only inn — Nevvar's Inn and Tavern — is small but cheery. You are sampling an after-dinner brandy when Nevvar, the mayor of the town as well as the proprietor of the inn, sits down at your table. He is a middle-aged elf dressed in green and silver. Earlier in the day, he looked cheerful and merry — but, as he speaks to you, his face reflects a strange mixture of embarrassment and fear.

"Your occupations have taken you far across the face of this world," he begins, "and you have probably seen more treasure flow through your hands than would ever be seen by my citizens. I beg you, however, to listen to my proposal, even though it does not offer much. Recently, a band of manticores appeared in the mountains to the north. They pillaged and destroyed most of the surrounding countryside but offered to spare our village if we delivered one hundred gold coins to their cave each month.

"A few of our more stubborn citizens — retired adventurers and the like — would not sit still for this extortion. They armed themselves with their weapons, both magical and mundane, and ventured into the caves. They have not yet returned.

Several months have passed, and our town has barely been able to survive on what is left over after paying the manticores. We have heard of the terrible things they have done to other towns and settlements. And now, the manticores are not the only threat to our security. Black-garbed men have invaded the village, men who use strength and spells to take what they want.

"Only those who stay shut in their houses at night are safe — others have disappeared. Not only our townspeople, but the merchant caravans have also been attacked and raided, leaving us almost no food but what our local clergy can create for us. The manticores and these unknown brigands are killing us, slowly but certainly.

"You are obviously adventurers, and experienced ones. There is no real reward to this task that I present to you, but if you bring back all our gold, we will give you a portion of it. I cannot promise anything else — except food and shelter — but you can have everything that you bring out of those caves, except our gold. In fairness, however, I must give you this warning. One of our clerics has performed an augury and determined that a great evil lives in those caves — greater even than the manticores. Be wary."

You sit for a moment and consider the elf's proposition. A band of manticores and men — probably an easy challenge, and easy treasure as well if those former adventurers did have magical weapons. The townspeople have been treating you better than many others you've met in your travels, and if you did succeed, they would give you food and a place to fall back on in case of hard times. Do you accept?

For the Dungeon Master

Several years ago, a beholder laid three eggs in a small cavern somewhere in the mountains north of Vynald. One of the eggs hatched, and as the resulting beholder grew in size and intellect, it expanded the caves with its *telekinesis*, living off the wildlife of the area. Zeccas, the beholder (see the description at the adventure's end), *charmed* a large group of manticores who laired nearby and used them to raid nearby settlements. This activity attracted a group of evil clerics, followers of the god Dreyneld (see notes at the adventure's end), who sometimes takes the form of a beholder. The clerics made camp in the mountains near the caves. There they were discovered by Zeccas and taken in as servants and followers. The beholder then turned its evil thoughts to a plot that might bring even more profit: extortion.

Zeccas decided to start with a small village. Vynald's citizens eagerly agreed to the beholder's demands (relayed by his manticores), so Zeccas was extremely displeased when a party of adventurers tried to flush out the creatures. The beholder grew more wary and decided to send spies to watch the trails to its caves, so it could be warned of invaders. It stepped up raids on other villages and also let the evil clerics take what they wanted from Vynald, attacking caravans and stealing livestock. It carefully hid most of its treasure in the lair of a nearby purple worm, leaving only the extorted gold in view.

The caves of Zeccas are 16 miles from Vynald, across a rugged mountain range. While traveling, the PCs experience at least one of the following encounters (roll 1d6) with a 20% chance of two encounters:

1. 2-12 **gargoyles** (AC 5; MV 9"/15"; HD 4+4; hp 25 each; #AT 4; Dmg 1-3/1-3/1-6/1-4; SD +1 or better weapon to hit; AL CE).
2. 1-4 **manticores** (AC 4; MV 12"/18"; HD 6+3; hp 23, 27, 30, 38; #AT 3; Dmg 1-3/1-3/1-8; SA tail spikes; AL LE).
3. 2-8 **perytons** (AC 7; MV 12"/21"; HD 4; hp 15 each; #AT 1; Dmg 4-16; SA +2 to hit; SD +1 or better weapon to hit; AL CE).
4. 1-4 **hieracosphinxes** (AC 1; MV 9"/36"; HD 9; hp 32, 34, 44, 50; #AT 3; Dmg 2-8/2-8/1-10; AL CE).
5. 1-6 **trolls** (AC 4; MV 12"; HD 6+6; hp 29 each; #AT 3; Dmg 5-8/5-8/2-12, SD regeneration; AL CE).
6. 1-12 **giant wasps** (AC 4; MV 6"/21"; HD 4; hp 12 each; #AT 2; Dmg 2-8/1-4; SA poison; AL N).

These encounters are not meant to kill off PCs; they are there to add color and life to the surrounding campaign. The manticores do not attack anyone carrying the town's extortion money, although they follow such a group to make sure the gold is delivered safely. It is assumed that the PCs set off for the caves at the break of dawn unless they say otherwise. They reach the caves in 6-10 hours of travel, assuming that they do not stop along the way for more than a 15-minute rest. The PCs may use spells such as *fly, levitate, wind walk, dimension door, teleport,* or the psionic ability *dimension walk,* but flying PCs still encounter at least one of the monsters above, perhaps just as the PCs alight near the caves.

The encounters presented here should not stop a DM from detailing the wilderness and the town of Vynald. Exploring the wilderness itself could be an exciting adventure, with Vynald serving as a base for several escapades.

Most of the caverns that comprise Zeccas's lair are natural limestone formations, except for some newer excavations (areas 8, 9, and 11). Area 6 has been enlarged from the original cave at this spot. Each of these excavated rooms has some structural weakness and may collapse if a great explosion (a *fireball* or *lightning bolt*, for example) is set off within. The chance of a cave-in is 10% per die of damage caused by the explosion (5% per die in area 6). A 5d6 *fireball* thus has a 50% chance to cause a cave-in, while a 10d6 *lightning bolt* would most certainly collapse the cave.

When an explosion causes a cave-in, an area 10'-40' in diameter, centering on the explosion, collapses. Anyone within this radius takes 3-36 hp damage (save vs. breath weapon for half damage). PCs that suffer over 20 hp damage are buried under the rubble. Buried characters have only a limited amount of air, which runs out in 1-4 turns to cause asphyxiation. Digging by hand requires 1-6 turns, while using a shovel takes 1-2 turns to uncover a buried PC. Specific spells (*dig, levitate, disintegrate,* etc.) can shorten the digging time considerably.

There is a 1 in 8 chance per turn of an encounter while exploring the caves of Zeccas. Roll 1d4 to determine the opponent encountered:

1. 2 **curates of Dreyneld** (AC 4; MV 9"; C4; hp 14, 15; #AT 1, Dmg by weapon type; AL NE; chain mail, shield, mace) from area 6.
2. 1-2 **hieracosphinxes** (AC 1; MV 9"/36"; HD 9; hp 27, 25; #AT 3; Dmg 2-8/2-8/1-10; AL CE) from area 7.
3. 1-2 **manticores** (AC 4; MV 12"/18"; HD 6+3; hp 34, 34; #AT 3; Dmg 1-3/1-3/

1-8; SA tail spikes; AL LE) from area 4.

4. A canon of Dreyneld (AC 3; MV 9"; C6; hp 30; #AT 1, Dmg by weapon type; AL NE; banded mail, shield, flail) from area 8.

Creatures and NPCs killed in an encounter will not subsequently be found in their rooms or lairs. For example, if two curates are slain in a random encounter, only four curates are encountered in area 6.

The Caves of Zeccas

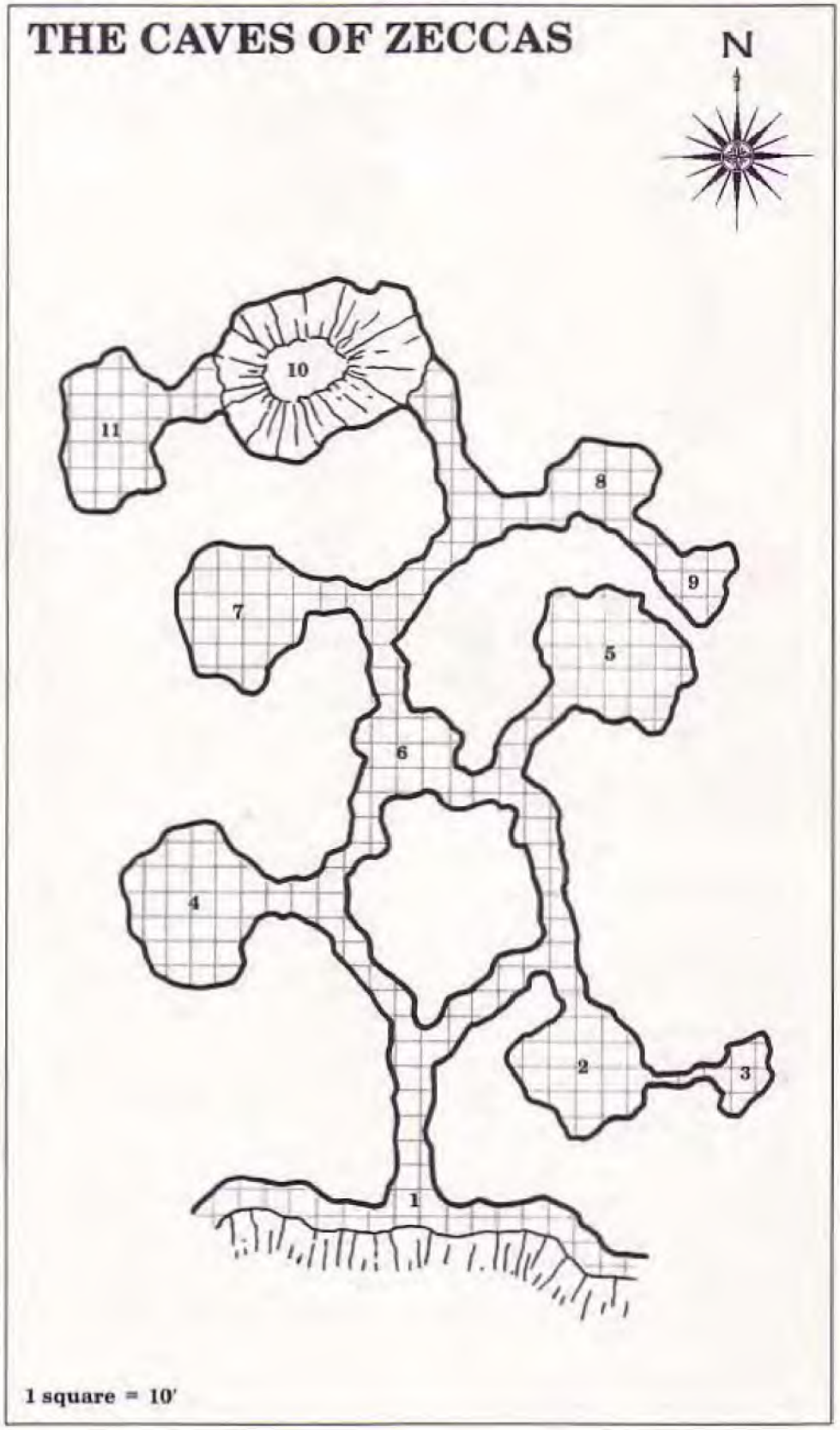
The DM should determine the party's marching order before reading the first area description. The areas described are shown on the map at right.

1. Entrance Passage

> The last leg of your journey takes you along a narrow ledge that hugs the side of a high cliff. From far below comes the sound of a river, running dark and deep. The sun sets quickly behind the mountains as you inch your way along the path, and you suddenly find yourselves walking in the pitch-blackness of a moonless night. As you shuffle forward, each with a shoulder or hand touching the rough rock wall, the lead PC notes that the rock wall ends here at some sort of entrance. You see no guards, but you know that this must be the manticores' cave as you can make out faint tracks along the dusty floor. The trek up the mountain has exhausted you. Do you want to continue along the ledge, rest within the mouth of the cave, or immediately enter and begin exploring?

If the adventurers decide to rest, there is a chance that something or someone will accost them in the night. Making camp far along the ledge might insure their sleeping unnoticed through the night; camping out in front of the cave will certainly lead to an encounter. There is a 95% chance of attack by something at the mouth of the cave, minus 5% for every 10' from the cave. Encounters range from meeting one of the lesser priests of Dreyneld (see areas 8-9) to being discovered by Zeccas itself, depending on the amount of noise the party makes.

The cliff plunges 700' down to the river, which is 100' deep. This river



runs southwest and empties into the sea many miles away. Anybody falling into the river suffers 20-160 (2d8 × 10) hp damage and is carried downriver, possibly drowning if wearing encumbering armor. The ledge here is 10' wide, with space for two people to fight abreast.

2. Waste Cavern

> This round cavern reeks of sewage and rot. Its floor is littered with filth. Here and there, you can see a skull or two along with the glitter of metal and the shine off a polished surface. The cave itself is a large dome, pitch-black beyond the range of your light source. There seems to be no exit to this room except the passage that brought you here.

This cavern is the main waste disposal cavern for Zeccas and some of his servants. (The worshipers of Dreyneld throw their trash and waste off the cliff into the river.) Hidden in the refuse are the partially decomposed bodies of several adventurers, along with 378 cp and a few worthless glass gems. If the PCs search the entire cavern, there is a 35% chance (50% for an elf or thief) to find the hidden passage, only 2' wide, leading to area 3. When the debris is removed from the passage entrance, the PCs uncover 4-24 rot grubs (AC 9; MV 1"; HD ⅛; hp 1 each; #AT nil; Dmg nil, SA burrow into flesh; AL N).

3. Treasure Cavern

> As you edge sideways along the narrow passage, your torches reflect off the gleam of coins and jewels heaped on the floor of the small cave at the end of the tunnel. You can also distinguish the forms of metal urns, coffers, and wooden chests.

This cave is the lair of a symbiotic jelly (AC 8; MV 1"; HD 2; hp 11; #AT nil; Dmg nil; SA *charm monster*, illusion; AL N) and a *charmed* troll (AC 4; MV 12"; HD 6+6; hp 39; #AT 3; Dmg 5-8/5-8/2-12; SD regeneration; AL CE) which appears to be a goblin because of the jelly's illusion. As soon as the PCs enter the cave, the "goblin" rushes out and attacks. PCs must save vs. spells at −7 on the roll in order to see through the illusion. There is no real treasure except for that on the body of a deceased adventurer, the last member of the original party from Vynald. Most of his equipment has been ripped apart or broken, but one item still remains: a pouch around his neck contains three gems (500 gp, 50 gp, and 10 gp) and a *ring of protection +3*. Note that the jelly may try to *charm* a PC that slays the troll (normal save vs. spells, with wisdom bonuses, required).

4. Manticore Lair

> This roughly circular cave is only 15' high at the center, dropping to 5' high at the sloping walls. The stench of blood and sweat fills the air, and the remains of something — what it is you cannot tell at this distance — lie in the middle of the rough-hewn chamber.

Currently, eight manticores (AC 4; MV 12"/18"; HD 6+3; hp 17, 25, 27, 29, 31, 36, 37 (×2); #AT 3; Dmg 1-3/1-3/1-8; SA tail spikes; AL LE) lair in this room. Once the adventurers enter the room, two of the manticores fire their tail spikes to draw the PCs' attention. The others circle around the PCs, cutting off the exit, then attack with tail spikes, claws, and teeth. The shapeless mass at the center of the room was an elf, one of the bold few from Vynald. There is no treasure on the body, since all of it was hidden in Zeccas's lair.

5. Mossy Cave

> This dome-shaped cave is particularly damp, with the sound of dripping water echoing off the rocky walls. Moss and mold cover the walls and ceiling, some of it shedding a soft glow over the cave, lending it an eerie atmosphere. The floor is covered with scattered pools of liquid, and the sound of rushing water can be faintly heard.

Among the many less sentient growths here, there are ten obliviaxes (AC 10; MV nil, HD ⅛; hp 1 each; #AT nil; Dmg nil; SA memory drain; SD cast stolen spells; AL NE). Each PC must make a saving throw vs. spells or lose all memory of the past 24 hours, including spells and possibly knowledge of the route back to Vynald. If there are more than 10 PCs in the party, determine which ones have lost their memories. The obliviax mosses continue their attempts to steal memories until each succeeds. If the PCs try to attack the obliviaxes, those mosses who stole memories from spell-casters use the stolen spells in retaliation.

Zeccas discovered this cave by accident and decided to leave the obliviaxes undisturbed as a trap for intruders. There is no treasure in this cave.

6. Guard Cave. This cave seems to have been expanded and modified, since the walls form rough corners and the floor is smoother than in the tunnels. There are several packs and blankets piled in a corner. In the center of the room, a glowing globe hangs by a chain, illuminating the entire cave. A large brass gong hangs on the eastern wall, a hammer at its side. If sold, the gong is worth 120 gp.

Six **curates of Dreyneld** (AC 4; MV 9"; C4; hp 12, 14 (×2), 15, 22, 28; #AT 1; Dmg by weapon type; chain mail, shield, mace; AL NE) guard this cavern, attacking intruders on sight. The weakest curate sounds the gong (taking one round to do so), then casts spells. The other curates each cast one spell, then rush to the attack. The curates have the following spells:

Curate #1 (12 hp): *detect good, curse, sanctuary, hold person, chant.*

Curate #2 (14 hp): *putrify food and drink, detect good, cause light wounds, silence 15' radius, speak with animals.*

Curate #3 (14 hp): *resist cold, light, create water, chant* (×2).

Curate #4 (15 hp): *resist cold, curse, putrify food and drink, slow poison, resist fire.*

Curate #5 (22 hp): *detect magic, fear, detect good, snake charm, silence 15' radius.*

Curate #6 (28 hp): *create water, resist cold, fear, silence 15' radius, detect charm.*

Each of them carries 2-16 sp and 2-12 ep. The strongest curate also has 2-8 gp and a gem worth 50 gp. Their belongings and equipment are worthless as treasure, but their iron holy symbols might be sold to an inquisitive sage for 10-80 gp each. If the gong is sounded, the remaining creatures in the caves are alerted to the presence of intruders and cannot be surprised. The chance of a random encounter increases to 1 in 4, and Zeccas floats out of his lair (area 11)

into area 20, accompanied by hieracosphinx guards.

7. Hieracosphinx Lair

> This cave is strewn with all sorts of garbage. The stench of sweat wrinkles your nostrils, and the walls are covered with claw marks and what appear to be bloodstains.

This cave is home to five hieracosphinxes (AC 1; MV 9"/36"; HD 9; hp 34 (×2), 35, 47, 53; #AT 3; Dmg 2-8/2-8/1-10; AL CE) who are Zeccas's pets and personal guard. They burst from the rubbish as soon as the entire party is in the cave, hoping to surprise and defeat the PCs. They are all *charmed*, to make sure that none of them rebel against their master. There is no treasure here.

8. First Clerical Chamber. This room, as well as the passage leading to it, has been excavated from the rock, but on a grander scale than the guardroom. This room also has the appearance of being inhabited, with packs lining the walls and another glowing globe hanging from the ceiling by a chain.

Three **canons of Dreyneld** (AC 3; MV 9"; C6; hp 22, 30 (×2); #AT 1; Dmg by weapon type; AL LE; banded mail, shield, flail) and two **lamas of Dreyneld** (AC 2; MV 6"; C7; hp 32, 38; #AT 1; Dmg by weapon type; AL LE; plate mail, shield, morning star) live in this cave. If surprised, they cast spells and try to put on their armor as soon as possible. If the gong in area 6 was sounded, however, they are prepared to do battle. The canons cast spells while the lamas rush to the attack. Their spells are as follows:

Canon #1 (22 hp): *protection from good, curse, detect good, chant, hold person* (×2), *bestow curse* (×2).

Canon #2 (30 hp): *fear* (×2), *protection from good, resist fire, hold person, slow poison, create food and water, cause disease.*

Canon #3 (30 hp): *curse* (×2), *create water, snake charm, resist fire, speak with animals, cause disease, locate object.*

Lama #1 (32 hp): *darkness, command, create water, resist fire* (×2), *chant, dispel magic, speak with dead, cause serious wounds.*

Lama #2 (38 hp): *detect good, chant* (×2), *hold person, snake charm* (×2), *glyph of warding, prayer, sticks to snakes.*

The canons use spells to their greatest potential, aiming them at spell-casters and thieves, and leaving the fighters for the lamas. Each canon carries 3-18 gp and 1-10 pp; lama #1 carries 37 gp and 3 gems worth 50 gp each, and lama #2 carries 12 pp and a *brooch of shielding.* The first four packs searched contain nothing; the last pack contains a small iron box with a *glyph of warding* for lightning. Anyone touching this box receives a shock for 14 hp electrical damage. The box is locked, and the key is held by lama #2. Inside the box are 15 gems (1,000 gp, 500 gp (×2), 100 gp (×4), 50 gp (×4), 10 gp (×4)).

9. Second Clerical Chamber. This room is rather dim, illuminated only by the light spilling in from area 8. Two beds are visible, along with a table and four stools. Three chests are lined against the south wall, along with a pack and a small statue of an ugly humanoid. The eastern portion of this room is shrouded in darkness.

This is the home of **Archiv**, the high priest of Dreyneld (AC 1; MV 9"; C10; hp 33; #AT 1; Dmg by weapon type; S 12, I 9, W 17, D 10, C 12, Ch 13; AL NE; *banded mail +2*, shield, *flail +2*) and his assistant, **Vrelda**, a matriarch of Dreyneld (AC 2; MV 9"; C8; hp 48; #AT 1; Dmg by weapon type; S 18, I 11, W 16, D 11, C 11, Ch 8; AL NE; *chainmail +3, morning star +1*). If they are alerted by the gong in area 6 or sounds of battle from area 8, they arm themselves and ready their spells, which include:

Archiv: *darkness, create water, fear, detect magic, curse, putrify food and drink, resist fire* (×2), *slow poison, snake charm, find traps, silence 15' radius, glyph of warding, feign death, dispel magic, animate dead, exorcise, sticks to snakes, protection from good 10' radius, cause critical wounds, plane shift.*

Vrelda: *cause light wounds, detect good, resist cold, fear, chant, find traps, speak with animals, hold person, speak with dead, cause blindness* (×2), *protection from good 10' radius, neutralize poison, speak with plants.*

Archiv is a tall, thin man with a pale complexion, white hair, and amber-colored eyes. He is a schemer and a plotter who prefers to cast spells in combat. Vrelda is a large woman who is fond of physical combat and uses her spells sparingly. Either could become a formidable enemy if he or she escapes. There are numerous ways this could happen (*plane shift, feign death*, etc.). Archiv carries 56 gp and 35 pp; Vrelda has a *ring of swimming* and 27 gp.

The eastern part of the room is shrouded in a combination of *continual darkness* and *silence 15' radius*, covering the real treasure of Dreyneld: a silver statue of Dreyneld himself worth 2,000 gp. The statue, however, is cursed so that it draws one experience level from anyone not of neutral-evil alignment who touches it. The statue does not affect the same person twice, but if it is kept, it drains magical items of all powers (as per a *rod of cancellation*) at the rate of one item per day, starting with the least powerful items (potions, scrolls, etc.). The statue is a symbol of one of the most hated of gods, so the sale of it will be difficult, if not impossible. If the PCs attempt to sell it back to the Church of Dreyneld, they may find that the price received does not balance the enemies they have made.

The other statue, found near the packs, is of carved stone and is worth 150 gp. It is not cursed, but its sale is just as dangerous. The three chests are all locked and possess a *glyph of warding*; anyone but Archiv who attempts to open them is *paralyzed* for 10 turns. The first chest contains 830 sp and 20 ep, the second contains 624 sp, and the third contains 440 ep. The pack contains clothing, rations, and a small sack that holds 104 gp.

10. Volcanic Shaft

> The tunnel path ends abruptly at the lip of what appears to be the shaft of an extinct volcano. It tunnels both up and down for at least 1,000' in each direction. From above, you can hear the wind blowing and see the sunlight. Below is darkness. Across the shaft you see the entrance to another passage tunneled into the rock.

The walls of the shaft are crumbling and loose, making climbing difficult and dangerous. This gives a −15% chance to thieves' skills and makes it nearly impossible for others to scale the walls unless they are roped together and use the proper climbing equipment. The opening of the volcano is 240' above. The bottom of the shaft lies 350' below the tunnel entrance. Anyone falling

suffers 20d6 hp damage.

The floor of the shaft is honeycombed with large, circular openings, each about 9' in diameter, leading to passages that burrow deep into the mountain. This is the lair of a purple worm (AC 6; MV 9"; HD 15; hp 88; #AT 2; Dmg 2-24/2-8; SA swallow victims; AL N) that has been living here since before Zeccas was born. Recently, however, Zeccas has *charmed* it into guarding the beholder's treasure. If the worm encounters the PCs, it attempts to drive them into a dead end tunnel and devour them quickly.

The beholder's treasure is carefully hidden in the worm's lair, in a large chamber directly beneath the lava floor of the volcanic shaft. Zeccas's treasure consists of: 3,482 sp, 619 pp, eight gems worth 500 gp each, two gems worth 100 gp each, nine gems worth 50 gp each, five gems worth 10 gp each, a golden cup covered with gems worth 3,000 gp, an emerald-encrusted necklace worth 8,000 gp, a *staff of curing* (19 charges), and a *hand axe +1*. If the PCs search through the worm's castings, they find a locked steel box containing 548 gp, a suit of *scale mail +2*, and a *long sword +1, +3 vs. regenerating creatures.*

If the gong in area 6 was sounded, Zeccas is standing in the archway of the far tunnel with its hieracosphinx guards. It uses its *antimagic ray* first, then its *charm, telekinesis, death ray,* and *slow* spells. The guards attack any flying PCs. If the battle is going against Zeccas, it uses *fear* spells and *levitates* upward over the edge of the volcano crater.

11. Zeccas's Lair

This rectangular chamber has been crudely but effectively carved from the rock. Your eyes are drawn immediately to the pile of gold in the southern corner.

Zeccas, the beholder (see next column), and two hieracosphinx guards (AC 1; MV 9"/36"; HD 9; hp 42, 46; #AT 3; Dmg 2-8/2-8/1-10; AL CE) are hiding in the shadows of the northern part of the cave. If the PCs start toward the gold, Zeccas and the hieracosphinxes attack, the beholder casting spells from the rear while the sphinxes spearhead the attack. If the battle starts to go against them, Zeccas flees to area 10 and waits there for the PCs, *levitating* above them to pin them down at the entrance to area 11 until it or they are dead.

There are 1,034 gp in the beholder's lair; 800 gp of this sum belongs to the townspeople of Vynald. Also in the pile is a golden *ring of X-ray vision*, which may be mistaken for a coin. Keep in mind that the removal of so much treasure across the volcano shaft is going to be a problem, especially if Zeccas is still above the PCs.

Concluding the Adventure

There will be a great celebration in Vynald when the PCs return. The townspeople beg the adventurers to tell them stories of their battles with the evil forces in the caves. They are very surprised to hear about the beholder, and marvel at the PCs' success. They also want to know what happened to the adventurers from Vynald who previously entered the caves, and mourn after hearing of their friends' fate. The mayor reminds the PCs that he needs the gold they have recovered to help rebuild his town and other nearby settlements.

Further adventures are possible when this module is concluded. What if Archiv and Vrelda escaped and began to hunt the PCs? What will happen if the *cursed* statue is sold? What if Zeccas escaped? Will the party return to Vynald at a later date, perhaps to rest and recuperate after some particularly harrowing adventure? The scenarios are only as limited as the DM's imagination.

ZECCAS, THE BEHOLDER

ARMOR CLASS: *0/2/7*
MOVE: *3" (levitating)*
HIT DICE: *12*
HIT POINTS: *54*
NO. OF ATTACKS: *1 bite*
DAMAGE/ATTACK: *2-8*
SPECIAL ATTACKS: *Spells*
SPECIAL DEFENSES:
Antimagic ray
INTELLIGENCE: *Exceptional (16)*
ALIGNMENT: *Lawful evil*
SIZE: *L (5' diameter)*
PSIONIC ABILITY: *Nil*
LEVEL/XP VALUE: *X/13,980*

Zeccas is about as evil and cruel as any beholder could be. It is also very cautious, and so surrounds itself with *charmed* servants, using its powers as effectively as possible. Zeccas's eyes are arranged as follows (starting from the large central eye and moving clockwise):

Antimagic ray (14" range)
Fear (as a wand)
Slow spell
Flesh-stone ray (3" range)
Charm monster spell
Sleep spell
Disintegrate ray (2" range)
Telekinese 2,500 gp weight
Charm person spell
Death ray (4" range)
Cause serious wounds (5" range)

Therefore, if an attack comes from within a 90° arc in front of Zeccas, it can use its *antimagic ray* and 1-4 of the following: *fear, slow, death ray,* and *cause serious wounds.* See *Monster Manual,* page 10, for more details on the beholder. Additionally, DRAGON® Magazine issue #76 contains an article detailing the ecology of the beholder.

If at all possible, Zeccas avoids closing in combat with PCs, and uses its *antimagic ray* on all who appear to be magic-users or clerics.

DREYNELD
(god of foul deeds and disease)

Statistics for Dreyneld are not provided, for he does not come forth from his castle in the Abyss except for the most evil of schemes; then, he prefers the form of a beholder. When several members of Dreyneld's clergy discovered that a beholder had appeared in the area, they assumed that their god had returned to wreak destruction on the land. When the clerics made camp nearby, the beholder discovered them and took them in as worshipers and followers. These clerics are not *charmed*, as are most of the other creatures in the lair. Dreyneld's dark-robed clerics are well known for their raids on small villages and settlements. They are usually found in service to some evil creature or acting as bandits. Dreyneld's churches are usually found in dark, desolate places, and are the sites of ceremonies involving the sacrifices of warm-blooded creatures. Dreyneld grants spells according to the magnitude of the sacrifice: a simple farm animal for first- or second-level spells, but a good-aligned human or demi-human for seventh-level spells.

HIRWARD'S TASK

BY RICH STUMP

When a wizard makes a mistake, he makes a *mistake.*

Artwork by Richard Bennett
Cartography by Diesel

Rich Stump credits his addiction to the DUNGEONS & DRAGONS® game to his father, who bought the original boxed edition for him. A high-school sophomore in Iowa City, he enjoys a wide range of activities, from wrestling and drama to miniatures painting and artwork for his school newspaper. Rich says he wrote this adventure as a way to get back at all those thoughtless adventurers who enjoy looting and totally destroying every dungeon they enter.

Hirward's Task is an AD&D® game adventure designed for 5-8 characters of levels 4-8. A good mix of character types is strongly advised, but paladins, rangers, dwarves, and gnomes may not be comfortable sparing the lives of Hirward's kobold assistants. A generally neutral party composed of humans and half-orcs will stand the best chance of completing *Hirward's Task.*

The DM should pace the adventure to heighten tension and keep the module moving. Parts of Hirward's complex are empty, but improvised encounters with selected NPCs, monsters, or the air elemental can be easily arranged. The elemental must be carefully and intelligently run to avoid killing off the entire party. Use it to frighten the PCs, not simply to slay them (although this, of course, is still an option).

Hirward's Task is not a standard "hack-and-slash" adventure. The PCs will have to do some fighting to be successful in completing the module, but most of the time they must use their brains to figure out the best way to complete their mission.

The treasure that the characters gain will not be had in the usual way, either. Though the main action of the adventure takes place in the underground laboratories of a powerful wizard, the wizard is the person responsible for hiring the PCs. Thus, the characters involved in this adventure must exercise caution and not destroy or steal any of the items in the wizard's complex. Possibly the only treasure that PCs will gain is payment from the mage for completing the mission — and the mage's goodwill, of course.

Adventure Background

You have been traveling for days now, stopping each night at some nameless village for food and shelter. The last two days have been the worst. Rain has fallen nonstop, and the poor footing caused by the muddy ground has upset your pack animals. Tonight you are staying in the village of Leirchmon, in the province of Eren.

The rain really started to come down ("in buckets," as the locals said) around dusk. Now, the rolling boom of thunder and flashes of lightning echo through the small common room of the Brown Mastiff Inn where you are staying. As you quaff flagons of wine and ale, your party is plotting the next day's travel.

After one particularly loud clap of thunder, a worn and ragged-looking man in a brown, hooded cloak stumbles in through the door. He scans the patrons in the tiny room, then saunters over to your table and pulls up a chair with forced casualness.

"You may not know who I am," the man says, "but I know who you are. I am Hirward Histamothus, once high mage to the count of Arrel. I am hazarding a guess that you are all adventurers. If so, I have a business proposition that may be of interest to you." After you ask for him to go on, Hirward continues.

"Earlier today, I had a serious accident in my laboratories. I was attempting to unlock the secrets of elemental power when I made a terrible error and brought a gigantic elemental into my home. Taken by surprise, I could not defeat it, but I hope to find someone who can.

"I would like a group of brave adventurers such as yourselves to enter my complex, located in the Eastern Hills, and dispatch the creature by any means you see fit. If you choose to take up my request, I can see that each of you is the recipient of 4,000 pieces of gold, and will give you six potions to be divided among your group. Do you accept?"

If the PCs want to hold out for more money, Hirward offers to sweeten the pot by up to 1,000 more gold coins per PC and a total of two more potions. If the party accepts, Hirward continues:

"The approach to my home is fairly simple, but you must be observant," Hirward says. "Follow the east trade path along the Thornbrush River into the Eastern Hills. You will come upon Eagle Rock some three leagues into the hills. You will then be in the valley where my laboratory is situated. From this point, you have two alternatives to enter my home. At the base of Eagle Rock is a small guardpost that leads into the complex. It is disguised as a cave. Or, you may enter through a camouflaged river entrance located at the first bend in the river.

"When you do penetrate my complex, please be very careful. I do not relish the thought of anything being ruined in my home, as I own numerous valuable antiques. Also, do not steal anything. You are welcome to try and use anything you find in the labs to get rid of the elemental, but do not remove anything from the premises when you are done. I have many goods of import, and I would hate to devise an impromptu punishment for anyone I catch thieving from my home. . . ."

Hirward produces a document and a pen from under his tattered cloak. "I would like each of you to sign this writ of agreement so that our bargain is legal. It also assures me you give your word that my labs will not be unnecessarily destroyed or my servants slain. I have a number of kobolds and humans under my control, and I do not want them killed. If any of the monsters I have in captivity have gotten loose, kill them if they directly interfere with your task. Otherwise, I ask you to let them be."

Hirward passes the document around the table and attempts to collect everyone's signature. He also assures the party that the scroll is not magically binding.

After safely tucking the parchment away, Hirward gets up from the table. "I trust you will leave as soon as you can — now, if possible," he says. "We will meet here again in three days, which is plenty of time for you to complete your mission. I will pay you upon your successful return. I have but two pieces of advice for you. One: Be careful of what you do, for there are traps interspersed about my abode, and I have no time to give you detailed warnings. Two: Do not take anything from the complex. Good luck, and may your gods be with you!" He pulls his cloak about him and walks out into the rain.

For the Dungeon Master

Over 15 years ago, an unemployed wizard came to the county of Eren seeking a place to reorganize his power. The mage was Hirward Histamothus, once high mage to the court of Arrel until he was discharged by the Count of Arrel himself for "not being of enough assistance."

Hirward was looking for a secluded place where he could build a laboratory and conduct experiments that the Count of Arrel had deemed useless and foolish. In Eren, Hirward found what he was looking for. Nestled among the Eastern Hills was a glen known as Eagle Rock Valley. A small river, the Thornbrush, ran through it, and a copse of trees bordered the valley's southeast corner. As an added bonus, a little-used supply trail crossed the valley.

With the help of two assistants, Hirward conjured up several earth elementals and cast many spells to shape his labs. He diverted the river, added an underground side fork, and camouflaged the fork's entrance. Hirward's elementals dug out the basics of the complex and the escape tunnels on the first level. After rewarding the elementals and sending them back to their home plane, Hirward hired a crew of dwarves to finish up the rough-hewn rooms and corridors of the complex.

Hirward's next task was to find a crew that could do menial labor and chores for him in the labs. Hirward already had a following of humans, but they were either guards or apprentices. Hirward decided not to hire the dwarves because of their dour dispositions; they had constantly grumbled about hours and pay while they worked on the laboratory complex.

Hirward learned of a band of kobolds that were living on the border of Eren. He figured that they wouldn't make bad servants — someone would just have to keep an eye on them. With a small group of guards, Hirward went to find the kobold clan and persuaded them to come visit his complex for a possible job.

Before leaving, Hirward had one of his associates cast a *permanent illusion*

of the kobold god Kurtulmak in one of the complex's rooms. With a skilled ventriloquist and illusionist, Hirward convinced the tribal leaders that he was friendly with Kurtulmak. He also convinced them that they would gain status in Kurtulmak's eyes if they agreed to work for Hirward.

The kobolds enthusiastically agreed to do so, and they found that Hirward treated them well. They had good pay and good quarters, and Hirward allowed the kobolds to speak with the mighty "Kurtulmak" whenever he "dropped in for a visit." Not one of the kobolds has detected his ruse yet.

Kobolds usually wear only loincloths, with straps and belts to hold pouches and scabbards. All kobolds encountered in this adventure have the following statistics, unless otherwise stated: AC 7; MV 6"; HD ½; #AT 1; Dmg 1-4 or by weapon type; AL LE (20% are LN).

The personal statistics (strength, intelligence, etc.) of human NPCs are assumed to be average (11) unless otherwise noted. Humans wear normal clothing unless armor is stated in the text.

Hirward was aware of the problems that might occur when humans and kobolds work together, as neither race bears any great love for the other. Because of this, he decided to lay down some rules for his servants and henchmen. Both humans and kobolds were to cooperate whenever possible or necessary. Those that did were rewarded with extra pay and fringe benefits, while stubborn or disruptive beings were punished. Repeat offenders were usually dismissed from Hirward's service.

To minimize racial strife, humans and kobolds were quartered separately whenever possible. To encourage the kobolds' continued aid, they were allowed to be led by tribal shamans, paid monetary bonuses, and given permission to go outdoors and attack wild animals in the woods if they chose. Most kobolds chose to stay indoors after the first few hunting bands were decimated by the local fauna. The presence of "Kurtulmak" has also encouraged them to cooperate.

Hirward's human workers distrust the kobolds but put up with them and their strange beliefs because of the mage's policy. The kobolds feel the same way, but trust that "Kurtulmak" will make sure that they do not come to harm.

After the construction was completed, Hirward and his associates began manufacturing various magical items and started many experiments in his labs. By sending messengers to nearby towns, Hirward acquired needed supplies and equipment. For years, work at the complex went well.

Hirward had the ambition to create a magical *rod of elemental power* so that he might use it to propel himself into another position of political power. With the services of apprentices and summoned creatures alike, he was close to attaining his goal.

On the next to the last step, however, Hirward inadvertently acquired a cursed magical device (a *censer of summoning hostile air elementals*) and summoned a hostile air elemental from the Elemental Plane of Air. The huge elemental nearly killed Hirward, and it forced him to flee his complex while the monster raged unchecked. Barely alive and shaking with fear at his narrow escape, Hirward began a search to find someone who could rid his home of the elemental. He has no intention of returning until the elemental has been removed.

Hirward is a 15th-level magic-user and is actually 148 years old. Although he appears to be only in his mid-forties, he has magically increased his life span. He has an incredible memory and can remember a near-perfect inventory of what he owns. If the PCs steal any item from Hirward's home, he has a base 30% chance per day of noticing that the item is gone. For every 100 gp of item value up to 500 gp, this chance increases 9%. He has an 80% chance of noticing the disappearance of any object valued from 501-750 gp, and a 90% chance if the object is worth 750-1,000 gp. The absence of any item worth more than 1,000 gp has a 98% chance per day of being noticed. The absence of prominent or obviously placed items (regardless of value) will be noticed 100% of the time. Hirward attempts to track down any missing valuables and will severely punish anyone caught stealing from his home.

There is a 25% chance that Hirward *invisibly* follows the party to his laboratory. If Hirward did not get everyone's signature on his document, or if someone acted suspiciously, he is 85% likely to follow the PCs. Once at the complex, he waits outside, being careful at all times to keep at least 60' of distance between himself and the group.

Hirward Histamothus: AC 1; MV 12"; MU15; hp 37; #AT 1; Dmg by weapon type; S 8, I 17, W 13, D 14, C 12, Ch 16; *bracers of defense (AC 4), ring of protection +3;* AL LN. The DM should provide Hirward with 2-5 additional magical items. Hirward depleted most of his more powerful spells before summoning the elemental and cannot get to his spell books in the complex (though he tells no one of this). Hirward's current spells include *friends, light* (×2), *read magic, ESP, knock* (×2), *web, fly, protection from normal missiles, polymorph self, wizard eye, passwall* (×2), and *legend lore.*

Eagle Rock Valley

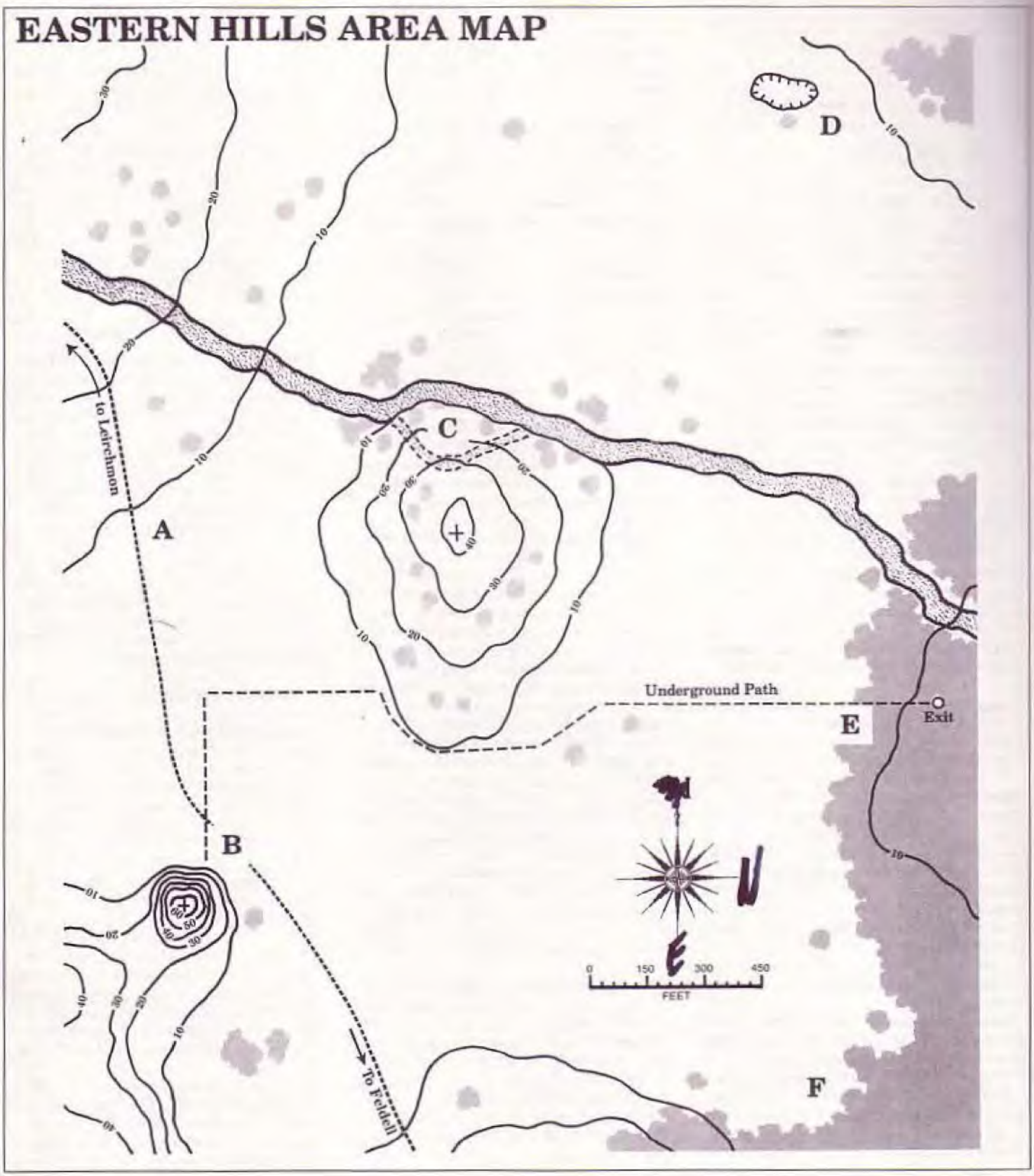
The distance from Leirchmon to Eagle Rock Valley is about 20 miles. For half the distance, the PCs travel through the Eastern Hills. The party can purchase any needed supplies in Leirchmon. However, prices charged outsiders are 140% normal, as Leirchmon is not a very social town. Unless the Dungeon Master desires, there are no hostile encounters on the road to Eagle Rock Valley.

The most outstanding feature in Eagle Rock Valley is, of course, Eagle Rock. It is a natural sandstone formation which stands 90' at its highest point. Nesting atop the rock is a family of normal eagles (see area B).

A. Trade Path. This dirt track connects the village of Leirchmon to the west with the town of Feldell to the south. Although it is rarely used, there is a 5% chance per 12 hours spent near the trail of meeting either 3-12 peasants or a caravan of 1-3 merchants with 7-12 guards (all zero level).

B. Eagle Rock. This large, birdlike rock is made of sandstone. Nesting on its crest is a family of four normal eagles (AC 6; MV 1"/30"; HD 1+3; hp 10, 9, 5, 4; #AT 3; Dmg 1-2/1-2/1-2; SA dive; SD 95% never surprised; AL N). Two are adult; the other two are their young. In the nest is a shiny agate (10 gp) and 16 sp. The eagles do not attack adventurers unless bothered or attacked.

At the northeast corner of the formation's base is a medium-sized cave entrance. Piled around the cave mouth are stones and the bleached bones and skulls of various animals. The cave leads to a guardpost (see Eagle Rock Guardpost map).


EASTERN HILLS AREA MAP
D
C
A
B
E
F
to Leirchmon
Underground Path
Exit
To Feldell
0
150
300
450
FEET

Area 1 is the entrance. It is surprisingly clean, and the footing is good as there are no small stones to cause anyone to stumble. Area 2 is the main chamber. In the back alcove are several crates which contain iron rations, thin blankets, and 20 furs (1-6 gp value each). The floor in here is also very clean and free of dust. Area 3 is the guards' quarters. Normally, only two kobolds and a human are on duty here, but the panic resulting from the loosing of the elemental has caused six more kobolds to flee to the post (hp 3 each; short swords). The kobolds are led by a human named **Gorn** (AC 5; MV 9"; F2; hp 17; #AT 1; Dmg by weapon type; AL LN; chain mail, long sword).

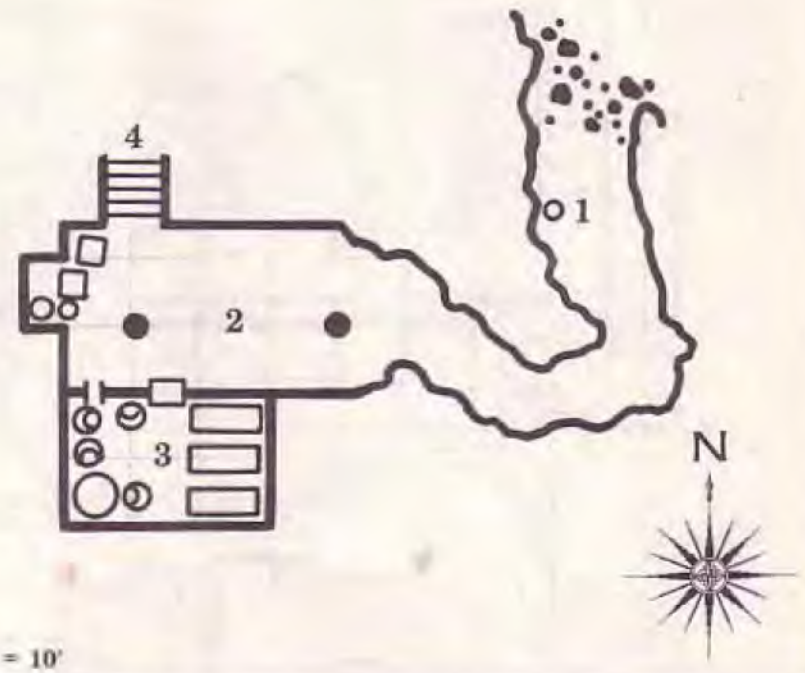
Gorn does not know what happened in the complex. He believes the kobolds did something wrong, and that they are fleeing Hirward's wrath. Gorn has promised not to turn them in, though they have tried to tell him (in a very confused and incoherent fashion) what occurred. Gorn won't let the party pass the guardpost unless the PCs can convince him of the serious problem in the complex. If Gorn is killed, the kobolds put up no resistance.

In the guardroom are three bunks, a table, four chairs, and Gorn's footlocker. The locker contains a long bow, 40 arrows, and 40 gp. The door to this room can be barred from the inside. The stairs (area 4) lead to a secret passage and room 33 on level one of the complex.

C. River Entrance. At this point, the Thornbrush River has been diverted into two forks. The secret entrance to Hirward's complex is well camouflaged by branches and other vegetation, and can be discovered only from the river or by searching the area where it is located. The north fork of the river is 25' deep. The secret fork opens into room 2, but there is a portcullis blocking the river there (see room 2 for details).

D. Sinkhole. This portion of the ground collapsed due to a sudden lowering of the water table several years ago. It is 80' deep, and any who fall in suffer 10d6 hp damage from striking numerous rocks at the bottom of the sinkhole. Currently living in the northern part of the sinkhole are 20 huge centipedes (AC 9; MV 21"; HD ⅛; hp 1; #AT 1; Dmg nil; SA poison; SD −2 on all saves; AL N). They have not even a single copper piece and won't attack unless disturbed.

EAGLE ROCK GUARDPOST



1 square = 10'

E. Secret Passage. This underground passage runs from room 55 to a concealed trapdoor in the forest. The trapdoor is hidden under layers of moss and grass. Any spell or die roll designed to detect either concealed doors or traps allows a chance to locate this door.

F. Stirge Nest. Anyone who ventures into this area is attacked by a pack of 10 very territorial stirges (AC 8; MV 3"/18"; HD 1+1; hp 6 each; #AT 1; Dmg 1-3; SA blood drain; AL N). The stirges attack until either bloated with blood or slain. A stirge drains 9 hp worth of blood before detaching itself.

Just inside the forest is the skeleton of a dwarf, slain only three months ago. The body wears a suit of ring mail, and lying next to the body are a hammer, 17 gp, 5 ep, and a pouch of wolvesbane.

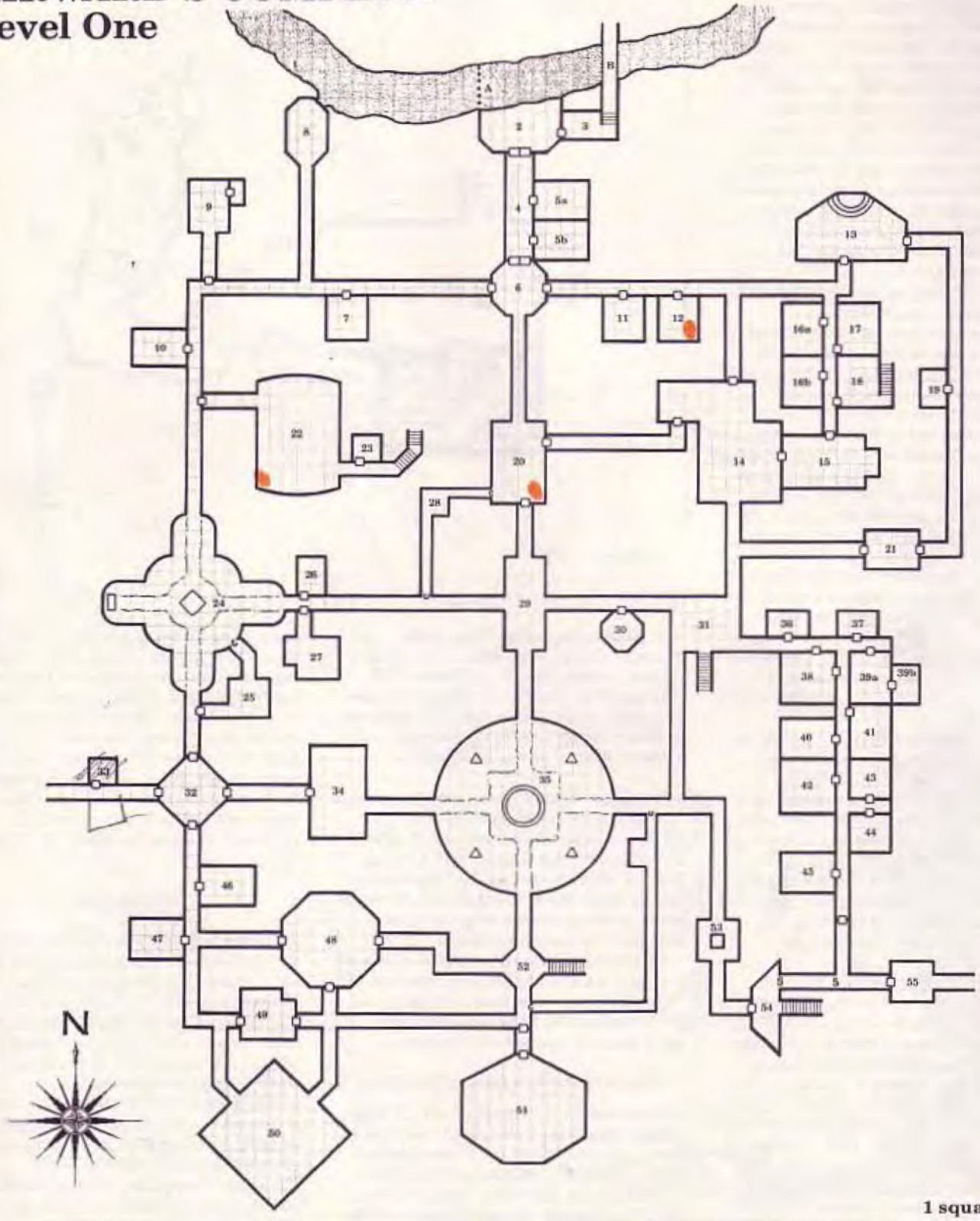
Hirward's Laboratory Complex

All ceilings in the complex are 12' high unless otherwise noted. Light sources in each room are listed in brackets before the room's text. Lamps (lanterns) and torches are as described in the *Players Handbook*, page 102, save that most of them have either gone out (1-4 on 1d6) or are low on fuel (5-6 on 1d6) when the party arrives. Most doors on both levels are 4' wide and 8' high, of oak or ash bound with iron. Some rooms have special maps; these are noted in the text. All floors, ceilings, and walls are of stone unless noted. There are no random encounters on level one. The air elemental that Hirward summoned is currently rampaging about on level two.

Level One

1. Underground River. [19' ceiling; no illumination] This rough-hewn tunnel contains the south fork of the Thornbrush River. The river is 25' deep and flows eastward. Add 2" to the movement rate of any boat or swimmer in the river moving with the current. Subtract 2" from the movement rate if attempting to move against the current. Slime covers the damp walls of the tunnel, making them impossible for even a thief to climb. Normally, Hirward's associates bring goods for use in the complex down the river by raft and unload them in room 2.

HIRWARD'S COMPLEX
Level One



2. River Dock. [15' ceiling; four lanterns, one in each corner] Use the River Dock map for this room. This dock is the drop-off point for goods brought by waterway to the complex. Presently tied up at the dock is a four-man wooden raft. Several empty crates occupy the center of the room, and a large wheel is mounted on the west wall. Tied to the raft is a long pole used for steering.

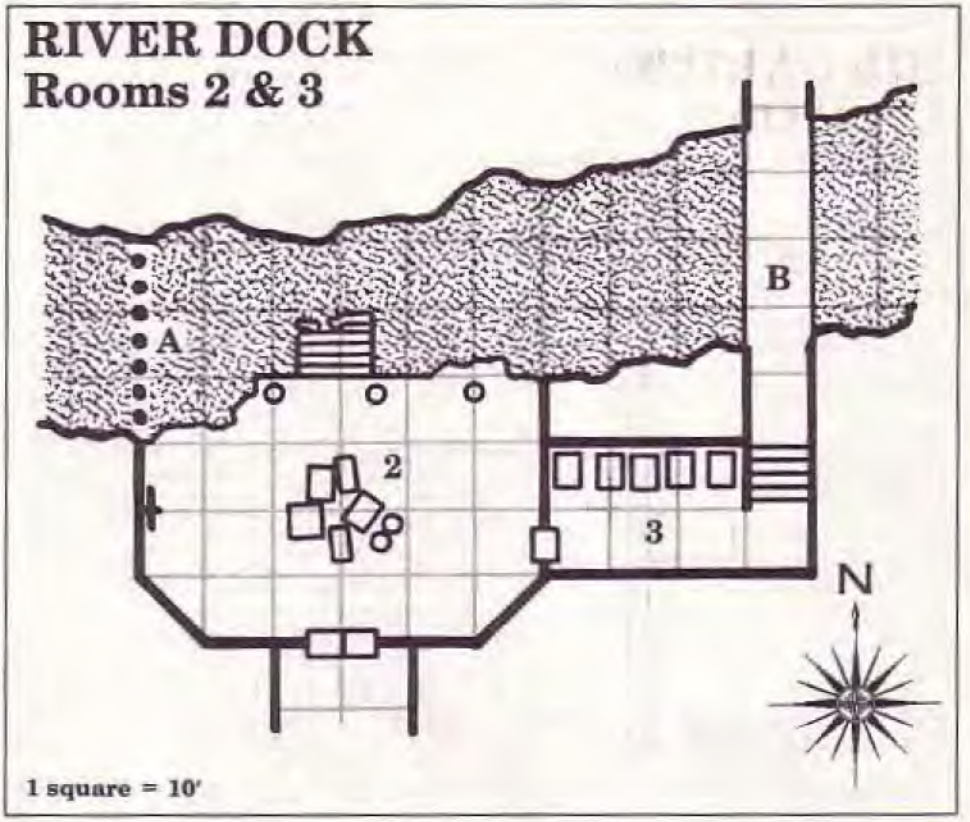
The wheel on the west wall raises and lowers the portcullis which blocks the river just east of the dock at point A. A total of 17 strength points is necessary to turn the wheel, and it takes two rounds to either raise or lower the portcullis. The gate may be either up or down when the PCs reach this area (50% chance). If it is down while the characters are entering the complex by river, they are 90% likely to crash into the gate unless illumination is being used. A crash does 1-2 hull points of damage to watercraft and 1-4 hp damage to swimmers.

The open catwalk (B) is another defensive measure. Anyone hit while engaging in combat on the walk must roll his dexterity or less on 1d20 or fall into the river. The catwalk was designed to allow archers to fire on invaders if the docks are attacked. It is 12' above the river, and the tunnel ceiling is 7' above the catwalk.

Fearfully watching the double doors to the south are five kobolds (hp 3 each). They have seen the elemental in action and are absolutely horrified by it. If the doors are opened, four of the kobolds immediately hurl javelins. Due to their alertness, the kobolds are only surprised on a roll of 1 on 1d12.

If the party advances through the double doors or arrives in room 2 by the underground waterway, the kobolds run for room 3 and bar the door. Otherwise, they draw short swords and advance on the intruders. If two or more of the kobolds are killed, they surrender.

3. Guardroom. [8' ceiling; no illumination] This is the bedroom of the kobold guards from room 2. It contains five cots. Hanging on the south wall are five short bows and two quivers containing 20 arrows each. Under one of the cots is a pouch containing 28 sp and 37 cp. If the kobolds flee here, they bar the door and overturn the cots to form a barrier (+2 to defenders' AC vs. missiles). Two kobolds use the bows while the others wield short swords. If outmanned, they surrender. The kobolds know only that a "giant wind monster" is rampaging through the complex to the south.



4. Sloping Corridor. [no illumination] This passage slopes downward at a 30° angle toward the north, and the doors swing open into room 2 (to prevent any possible flooding of the complex). A dead kobold lies in the corridor. In a pouch by its body are 15 sp and 2 gp. The kobold appears to have been repeatedly hurled against a wall.

5. Temporary Storerooms. [no illumination] Goods brought up from the dock are stored in one of these two rooms before being moved to their proper area. Room 5a is currently empty except for some old linen sheets, but 5b contains a barrel of wine (poor grade), six crates of nonperishable food, and a chest. Inside the unlocked chest are supplies of parchment, quill pens, and various colored inks (30 bottles, value 1-6 gp each). The crates are stamped with the mark of Hirward — an elaborately carved double H.

6. Access Chamber. [one torch on southeast wall] This dimly lit room has exits in all four directions. There is nothing unusual in the room except for a single gold coin on the floor. It was lost by a fleeing guard.

7. Wood Storage. [no illumination] No lights are kept in this room because of its flammable contents. All sizes and shapes of timber fill this room. In one corner of the room, a rack holds eight one-pint flasks of special wood oils. If set alight, each flask acts as a normal flask of oil. The oils have a value of 4 gp per flask.

8. Well Room. [no illumination] This cold and drafty room serves as a water source for the complex. Six empty casks are rolled against the west wall. Water is brought up to the room from the river by lowering a bucket 7' into the (underground) Thornbrush River through a hole in the floor. The bucket is tied to a thick rope, and the rope is attached to an iron ring in the north wall. Up to 100 lbs. of weight can be placed on the rope before the ring comes out of the wall.

9. Cooper and Barrel Storage. [no illumination] Many casks and barrels are strewn about the room, and a good many loose boards have been smashed or splintered. Two dead kobolds lie in the center of the room, and two daggers lie near them. The kobolds were recently slain by the air elemental's wind blast. Neither corpse has any treasure. The closet to the east contains tools useful to a cooper.

10. Wood Storage. [no illumination] This room is a bit larger but is otherwise the same as room 7 in all respects.

11. Living Quarters. [one earthenware lamp] This dimly lit room is the quarters of Medhal, the human dockmaster. He is not here. A bed, table, and two chairs are the room's only furnishings. Under the bed, a footlocker contains clothes, a broad sword, and a leather pouch containing 40 gp and 7 pp.

12. Living Quarters. [five candles] Chanting can be heard coming through this doorway. In the room, a thaumaturge named Yoric is inscribing a spell of *protection from evil* on the floor with colored chalk. **Yoric** (AC 9; MV 12″; MU4; hp 10; #AT 1; Dmg by spells or weapon type; D 15; AL LN) knows the following spells: *magic missile, shield, protection from evil* (already cast), *continual light,* and *pyrotechnics.*

If the spell-casting is interrupted, Yoric becomes extremely upset. Unless the party immediately tells him of rampaging elemental (which Yoric knows little about but fears greatly), he fires his *magic missile* spell at the person who interrupted him. If befriended, Yoric asks the party to accompany him to see Jehanna (room 84).

This room contains only a bookshelf, desk, and bed. Under the bed, a locked wooden coffer contains Yoric's funds of 315 gp. One book on the shelf conceals a scroll of *wizard mark.* Yoric's spell book is hidden under the bookcase. It contains seven first- and four second-level spells.

13. Small Lecture Hall. [two *continual light* lamps] Small assemblies are often held in this room. At the present time, the hall is empty. Two small lamps are set into the floor in front of the raised platform at the north end of the hall. They cannot be moved.

14. Dining Hall. [four torches] This large chamber contains many long tables and benches that can provide seating for up to 120 people. The hall is unoccupied. On one of the tables are three plates of stale food.

15. Kitchen. [two lit firepits] Two 10′ × 20′ cooking pits, one each on the south and east walls, illuminate this room. A 20-gallon iron kettle hangs over each firepit. Five kobolds (hp 2 each) have made a stand here against the elemental. They have come up with an ingenious plan to defend themselves, and they put it into action as soon as anyone enters the room. Due to the kobolds' state of hysteria, there is an 80% chance they initially mistake adventurers for the elemental.

One kobold is stationed at each door with an open seven-gallon keg of oil. Their first action is to spill the oil in a 10′-radius circle centered in front of the doorway. Another kobold is stationed at each firepit with a torch in hand. When the doors open, they light their torches and hurl them into the oil at the party's feet. A roll of 11 or better on 1d20 means success. Damage taken from the burning oil is 3d6 hp the first round and 1d6 hp the second round, due to the quantity of oil. The fifth kobold stands in the center of the room and hurls a javelin at the first character through the door.

After this attack, the kobolds have a 5-in-6 chance of noticing that the party is not really an elemental. In this case, they surrender and attempt to make amends. If they are not so observant, the kobolds flee out the door through which the party did not enter. A fleeing kobold must roll 9 or less on 1d20 or slip in the oil as it runs. Each kobold carries a dagger, a javelin, and 5d4 sp.

In the center of the room are two cutting tables and a chopping block. Five boxes of salted meat are stacked in the northwest corner. Many kitchen tools hang on the walls.

16a and 16b. Food Storage. [no illumination] These two rooms contain barrels, boxes, and crates full of different foodstuffs. A careful search of either room for one turn reveals 1-6 sp and 1-4 gp lost by accident when Hirward's servants came to fetch supplies. The crates of food are all stamped with Hirward's double-H mark.

17. Meat Locker. [no illumination] This room has been magically cooled to 40°F to preserve the meat stored here. Some cuts of meat are packaged in boxes and stored on shelves. Six whole sides of beef hang from iron hooks in the ceiling. Most of the meat has been treated for spoilage, but 1 in 20 pieces have spoiled. Anyone who eats a spoiled piece of meat without first *purifying* it has a 75% chance of contracting a mild, acute gastrointestinal disease (as per the *DMG,* pages 13-14).

18. Wine Storage. [one torch near stairs] A score of full barrels are stored in the northern end of this room. Five barrels contain cheap red wine, two hold cheap white wine, and the rest contain various wines of average grade or better. Each cask is stamped with the runes of Hirward's winery. The staircase at the west end of the room leads down to the access chamber (room 68).

19. Storeroom. [no illumination] Various tools and maintenance equipment are kept here, including pails, buckets, mops, and brooms. Bags of lime and mortar are piled against the south wall; tools for fixing cracks in the walls or floor are stored in a crate. Nothing is out of place.

20. Large Hall. [six lanterns, three each on the east and west walls] It is obvious that a battle has been fought here. Six kobolds and three humans (two in chain mail) lie sprawled about the room. If the PCs check the bodies or cast a *detect life* spell, they find that the unarmored human is unconscious but alive. He is **Adern Awlstaff,** a low-level magic-user (AC 8; MV 12″; MU3; hp 9 (now 2); #AT 1; Dmg by spell or weapon type; D 16; *magic missile*).

Adern tells the party that he and his companions were attacked by "a raging creature that fought like hellspawn." He can also tell the party that one of the other humans has a special *broadsword +1.* Each kobold has 3d6 sp; Adern and the other humans each have 2d8 gp. He can take the party to the labs on level two if they ask.

The hall was richly decorated, but much of the decor was ruined in the fight. Shreds of banners and three torn tapestries lie on the floor of the chamber. Two *mending* spells can fix one tapestry, but the banners are too ripped to be salvageable.

21. Tapestry Room. [*continual light* from ceiling] This chamber is adorned with several of Hirward's many tapestries. Four of them are small (4' × 9'), and two of them are large (10' × 16'). The small tapestries have a value of 700 gp each. The larger ones (depicting an elven feast and a huge green dragon) are worth 2,900 and 1,600 gp respectively. The PCs might tear the tapestries (15% chance) if they try to take them off the wall without care. It takes 2 turns to remove the tapestries without damaging them.

22. Fungus Forest Room. [dim *continual light* from ceiling] This large chamber looks like a nightmare. Molds and fungi grow rampant, some reaching heights of 8' or more! This is Hirward's experimental garden, where he once tried to cultivate certain fungus and mold plants for use in poisons and potions. Due to long-term neglect, the garden has gotten out of hand, and some dangerous strains of plants have cropped up. Player characters that leave the paths have a 25% chance per round of encountering a plant monster. Roll 1d12 to determine the creature encountered:

Roll	Plant Monster
1	Obliviax Moss
2-3	Brown Mold
4-6	Yellow Mold
7-8	Russet Mold
9-11	Green Slime
12	Violet Fungi

Any druid or ranger has a 10% chance per level to correctly identify the poisonous and edible fungi in this chamber. None of the special fungi bother the party unless attacked or touched (except for brown mold, violet fungi, and obliviax moss).

23. Fungi Maintenance Room. [no illumination] Tools and fertilizer are stored here to help cultivate the forest. A *wand of defoliation* (four charges) is kept in a locked and poison-needle-trapped iron box (save vs. poison at -2 or take 6d6 hp damage). It looks like a 1'-long ivory stick and is used to destroy overgrowth in the fungus gardens. The stairs at the east end of the corridor lead down to the guardian's cave (room 56).

24. Marble Garden. [*continual light* from ceiling] Many exotic and beautiful flowers grow in this underground nursery. Some of the flora is decorative only; other plants are useful in making salves and poisons. It is up to the DM to determine if the party finds any potentially useful plants.

A huge marble bench carved with bas-relief occupies position A. It is worth over 5,000 gp, but is 6' long, 2' high, and weighs 750 lbs. The bench is nearly impossible to move without magical aid. A dead guardsman holding a shattered long sword lies slumped against the bench. His belt pouch contains 14 gp.

A concealed door in the southeast corner of the room leads to a curved hallway and the plant examination room (room 25).

25. Plant Examination Room. [one lamp, 8' ceiling] Fungi and other plants are taken here from the gardens and carefully examined to learn more about them. The access corridor to room 24 allows a specimen gatherer to retrieve the proper plants without walking in the garden and ruining its beauty.

Two tables almost fill the chamber. Sets of dissecting tools, various beakers and flasks, several thin knives, and a pair of notebooks lie scattered on the tables. The notebooks contain plant sketches and information on the many plants in the gardens.

26. Plant Preservation Room. [no illumination] Useful plants and fungi sit in jars of solution, ready for use in various concoctions. The jars are made of glass or glazed clay, and 99% of them are clearly and legibly labeled. Examples of possible plants contained in the jars are: "Birthwort," "Mandrake Root," "Death Angel Mushroom," and "Buttercup Petals." If the DM allows, some of these plants may be useful as spell components or for sale.

27. Plant Maintenance Room. [no illumination] Maintenance equipment (shovels, spades, peat moss, and fertilizer) for rooms 24 and 35 is stored here. The equipment is in disarray, as if something fell or was thrown into the tools. There are several drops of kobold blood on the flagstones of this room.

28a and 28b. Service Chambers. [no illumination, 5' ceiling] These tiny rooms are reached from the main corri-

dors by 5'-wide and 5'-high tunnels. The rooms and corridors are suited to the kobolds, who are charged with cleaning and maintaining the complex. The concealed doors are found 50% of the time, if searched for, as they are not well hidden.

Maintenance equipment similar to that stored in room 19 is kept in both of these rooms. A scrap of parchment is nailed to the wall of each room. In faded script, it lists the jobs that need to be done (in the kobold language, of course).

29. Luxurious Hall. [three torches, one each by north, south, and west exits] Beautiful mosaics and colorful banners adorn the walls of this arched hall. The floor is inlaid in a mosaic pattern made of black marble, white marble, and ivory. An empty, brass torch stand lies on the floor near the east exit.

The torch stand lies half across a discarded and bloody short sword. Drops of human blood form a trail leading to room 30. The banners hanging on the walls are of fine make and are worth 30 gp if removed and sold.

30. Storeroom. [no illumination] As soon as any PC opens the door, a human corpse falls out into the corridor! A huge gash in his left side shows where a sword pierced his scale armor. His mace lies in the room. This unfortunate fighter was fatally wounded by the elemental (flying debris can kill, and someone's sword was part of the debris), but he still had enough strength left to enter this room and slam the door before he expired against it.

31. Lounge. [four dim *continual light* spells] This room is one of the most lavish in the entire complex. The walls have been painted light blue, and the floor is covered with a thin layer of polished black basalt.

Undisturbed in this room are three easy chairs upholstered in velvet (1,200 gp each), a very beautiful and ornate divan (3,750 gp), two maplewood couches (1,900 gp each), and a pair of marble-topped end tables (900 gp each). Though of the highest quality manufacture and very valuable, the furniture is also quite bulky and must be handled with care by would-be thieves.

The floor in the exact center of the room is covered by an 8' × 11' multicolored carpet. Each corner of the room contains a glass rod with *continual light* cast upon it, set into the floor. The rug is a *carpet of flying;* the command word, however, has been long lost. A *legend lore* spell has a 10% chance of revealing the word ("Aviator").

The staircase at the south end of the room leads to the great hall (room 77).

32. Portrait Room. [one *continual light* lamp] Sixteen portraits of Hirward and his assistants line the walls, four to a side. They are very lifelike pictures and are worth 400 gp each. They are also fragile and are easily torn.

33. West Guardpost. [no illumination] Normally, two kobolds are stationed here to regulate the passage of goods and people through the Eagle Rock entrance (see Eagle Rock Guardpost). The two bunks and the table have been overturned, and the door is wide open, giving the impression that the room's inhabitants left in quite a hurry. The kobolds were warned of the elemental's rampage and fled the area before it got to them.

34. Trophy and Museum Hall. [three torches] A variety of interesting curios from Hirward's past are displayed in this room. The major exhibits in the hall are a red dragon's hide, some robes from an evil temple, a stuffed winter wolf, a stone rust monster, a depleted *staff of the magi,* and the heads and hides of several deadly monsters. A large brass plaque just inside of each entrance warns visitors not to touch the exhibits.

A special trap has been placed on each showpiece by Hirward. Unless Hirward's name is spoken when an object is moved, the vandal is shocked for 6 hp damage. Rough handling or damaging an exhibit causes a 24-hp firey explosion which affects all within a 10' radius of the exhibit. A save vs. wands for half damage is applicable in both cases, and the displays are not harmed by the explosion.

35. Floral Gardens. [*continual light* from ceiling] Beautiful show plants and flowers abound in this room. The central area is dominated by a crystal-clear pool of water 4' deep. Unfortunately, a water weird (AC 4; MV 12"; HD 3+3; hp 22; #AT 0; Dmg nil; SA drowning; AL CE) has taken up residence in the pool. It lashes out at anyone that comes within 10' of the pool. Damage equal to its total hit points disrupts the water weird, but it reforms again in two melee rounds. Only a *purify water* spell can slay it. No one is aware of the water weird's existence, as it was recently placed here as a little joke by a mage that Hirward antagonized.

36-45. Kobold Chambers. [1-3 torches each, 8' ceilings] The kobolds hired by Hirward to work in the laboratories are quartered in these rooms. They are wary of the elemental but have not yet been attacked. One kobold is stationed at each end of the long corridor to notify the others if anyone or anything approaches (surprised 1 in 6 times). It is impossible to surprise the kobolds once they are warned, as they arm themselves and take up defensive positions in their rooms. If friendly contact with the kobolds is attempted, they are 60% likely to befriend the party (90% likely if the PCs are accompanied by a human servant of Hirward or a half-orc character). Each adult kobold has personal funds of 3-30 cp, 3-30 sp, and 1-4 gp.

Three male kobolds (hp 4, 3 (×2)) are stationed in **room 36.** They are armed with short swords and javelins, and hope to frighten off the elemental by banging an old gong. They bang the gong whenever the door is opened by someone who doesn't knock first.

In **room 37,** four female kobolds (hp 3 (×2), 2 (×2)) are protecting five young kobolds (AC 8; hp 3 (×2), 2 (×2), 1 (×5)). The females each wield a club. They have overturned cots and chairs by the door to form a barrier. The kobolds get +2 to hit anyone climbing over the barrier (only action allowable that round).

Room 38 is unoccupied. Rat bones, small drums, and various other pieces of junk mark this chamber as the kobold youngsters' playroom.

Room 39 is the chamber of the kobold shamans. Five males (hp 3 each) armed with short swords guard the outer chamber (room 39a). The two tribal leaders are **Grudnik** (AC 6; C2; HD 2d4; hp 7; fight as 1-HD monster; club) and the high shaman, **Letcher** (AC 5; C5; HD 5d4; hp 16; fight as 3-HD monster; mace). Grudnik knows the spells *light* and *remove fear,* while Letcher can cast *cure light wounds* (×2), *remove fear, light, augury, chant, resist fire,* and *prayer.*

Both shamans believe that Hirward is Kurtulmak's ally, and that "Kurtulmak" (room 84) is real. In truth, Kurtulmak is aware of the situation, but the deity has allowed the deception to continue for now. At an unspecified future time, Kurtulmak plans to notify Letcher of the true state of affairs, thus sparking a kobold uprising to slay Hirward and all nonkobolds, and gain control of the complex. Grudnik and Letcher handle any negotiations with the PCs.

Room 39b is their sleeping quarters. It contains two cots, a table, and a shrine to Kurtulmak that holds 96 cp, 18 sp, two 20-gp gems, and a pouch containing an additional 103 sp and 41 gp. Letcher wears a necklace of cheap stones worth 40 gp, and Grudnik has an even cheaper necklace worth but 15 gp.

Four female kobolds (2 hp each) and two males (3 hp each), all armed with short swords, guard three kobold infants in **room 40**. The door is slightly ajar, and a one-pint crock of oil is balanced on the top edge of the door. If no precautions are taken when opening the door, the crock falls on the opener's head (1-2 hp damage, and recipient is covered with oil). One of the kobolds then hurls a torch unless the party shouts friendly intentions.

Four females kobolds (hp 3, 2 (×3)) and one male (hp 4) are stationed in **room 41**. Each carries a club.

Six male kobolds armed with javelins (hp 4 (×2), 3 (×4)) are in **room 42** protecting five youngsters (hp 1 each). A barricade of beds has been set up across the room, providing 50% cover (+4 to AC vs. missiles) for the kobolds. Each adult has three javelins to hurl.

Three female kobolds (hp 3 each) and three males (hp 4 each) guard the tribal armory in **room 43**. Hanging on racks in this room are 12 short swords, eight hand axes, 18 javelins, nine clubs, and six daggers. Three wooden shields and five flasks of oil in ceramic jars lie on the floor.

Three male kobolds armed with clubs (hp 4, 3 (×2)) guard two young kobolds in **room 44**.

A kobold champion, **Yob Blackspine** (AC 5; HD 1; hp 6; chain mail shirt, short sword) lairs in **room 45**. He is protected by three guards (hp 4 each) armed with javelins and clubs. Yob wears a bone necklace that has a key strung on it (value 35 gp). The key fits the lock of the chest that holds the tribal treasure — 200 sp, 88 gp, 7 pp, six 10-gp tigereyes, and a *potion of sweet water*. Yob nervously parleys with adventurers, offering them information on the complex or events in it for 1-4 gp per question.

46. Storage. [no illumination] This room is cluttered with odds and ends of no practical use to the PCs: soiled clothes, cracked jugs, several mismatched boots, a worn leather strap, and so forth.

47. Storage. [no illumination] This room contains a similar variety of junk as room 46, but 5-10 rounds of searching reveal five flasks of oil and 2d8 gp.

48. Minor Library. [four magical torches, two lamps] This brightly illuminated room contains books and volumes on many arcane subjects. Two *permanent unseen servants* inhabit the room, ready to fetch books when asked. The party will only be aware of them if the PCs can see invisible objects or voice a desire to find a book. Though many of the books make excellent reading, none are really useful to the PCs unless the DM so desires.

The torches on the walls are magical. They "burn" continuously unless *dispelled* (vs. 8th-level magic). The flames are not hot, and the magic is just a variation of the common *continual light* spell. Six reclining chairs are provided for comfort while reading. The elemental has not entered this room.

49. Empty Chamber. [no illumination] This chamber is currently empty. There is nothing of interest in it unless the PCs are intrigued by blank walls and dusty floors.

50. Multipurpose Room. [no illumination, 16' ceiling] This room has served various purposes over the years. It was last used as the site of a large party, and six tables are pushed against the walls. Twenty-eight chairs rest upside down on the tables. Littering the floor are many pieces of ribbon, cloth, and other debris not cleaned up after the celebration. The formerly festive atmosphere is marred by the sight of death. Two chain-mail-clad humans and an unarmored kobold, covered with bruises, lie on the floor. The humans each have a long sword and 5d6 sp; the kobold has four daggers and 4 gp.

51. Game Room. [one lamp] Off-duty kobolds and humans come to this chamber to while away their free time. It is furnished with five tables for cards and dice games. A half-filled barrel of cheap beer is close to the tables. Spread on the floor near the barrel are nine pewter mugs. Several targets for knife and dart throwing decorate the south and southeast walls. Along the northeast wall are six plush divans for resting (Hirward treats his servants well!).

Presently, two kobolds (AC 8; hp 3 each) are hidden behind an overturned divan. Each has a dagger and 2d6 sp. Neither kobold shows itself to the adventurers. They attempt to flee if discovered and attacked.

52. Access Chamber. [no illumination] This room is unremarkable except for the garbage that is strewn all over the floor. It holds nothing of interest to the PCs. The elemental blew the junk into this room from other areas of the complex. The stairs going down to the east lead to a hallway near a guardroom (room 88).

53. Dais Chamber. [*continual light* from dais] The chamber is empty except for a sword which hangs, apparently unsupported, in mid-air above a raised, 10' × 10' platform in the center of this room.

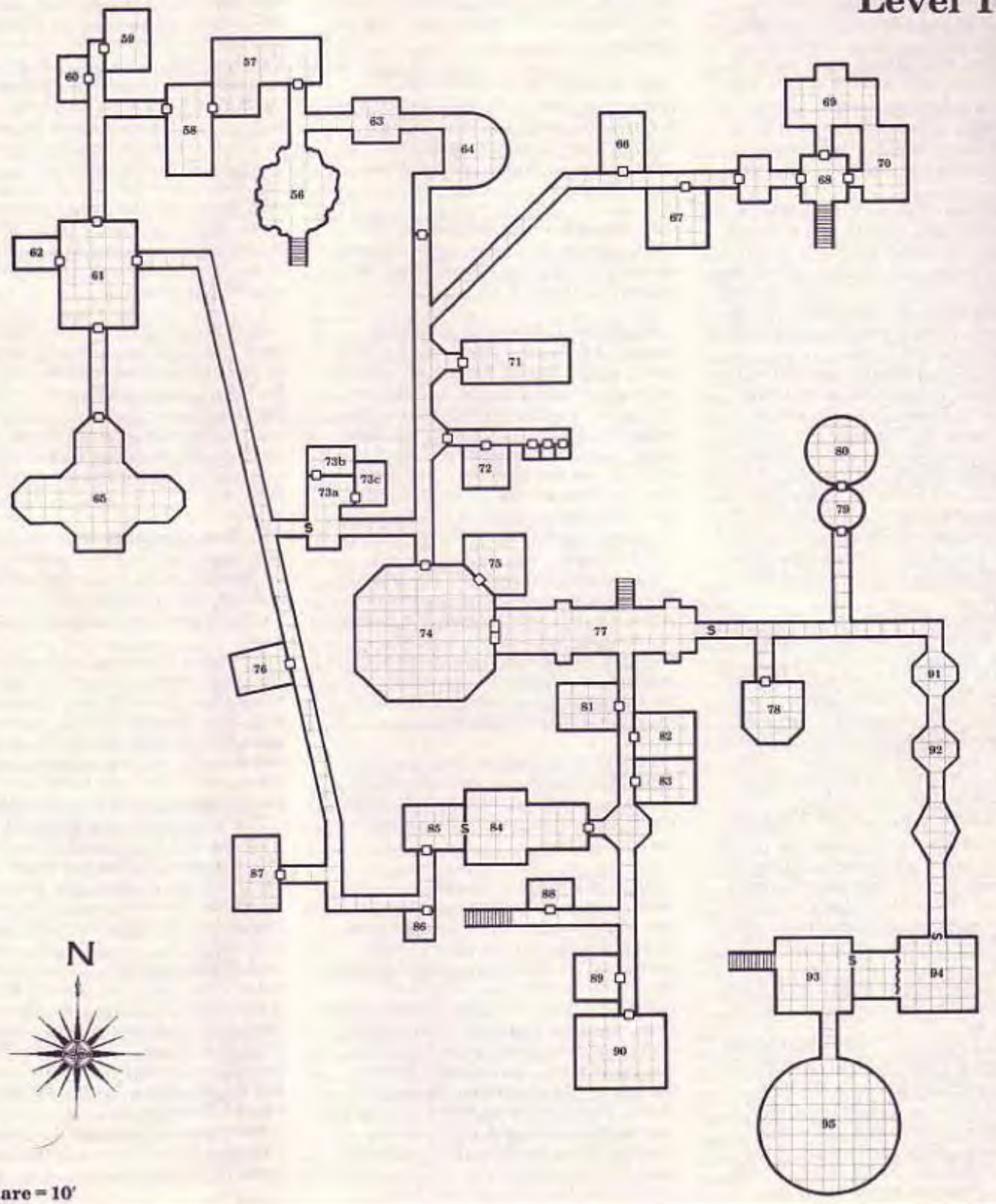
This room was designed to show off Hirward's powers in a nonviolent way. A permanent *wall of force* surrounds the dais. Any attempt to bring it down is against 15th-level magic. The broad sword inside the *wall* is *levitated* 3' off the ground. The same *levitation* affects anything else placed over the dais.

The *broad sword +2* is a great work of art. Its hilt is wrapped with silver wire and set with five amethysts (total value 900 gp). Anyone who grasps this sword may cast a *non-detection* spell from it (at 12th level) twice per day.

54. Storeroom. [no illumination] Many crates are piled against the walls of this chamber. Upon inspection, all of them are found to be empty. The crates serve to disguise the location of the secret door at the north end of the room. Moving the crates to find the secret door takes 4-9 rounds (1d6 +3).

The stairs at the center of the east wall lead to the "checkerboard room" (room 93) below.

HIRWARD'S COMPLEX
Level Two



55. East Guardroom. [one torch] A lone human named Arreglos stands watch here, protecting the secret passage. **Arreglos** (AC 4; MV 9"; F2; hp 17; #AT 1; Dmg by weapon type; S 16, D 15; AL N) wears chain mail and carries 20 sp and 8 gp. He does not know about the elemental, but he saw Hirward hurriedly leave the complex by the passage leading east.

Arreglos won't let anyone exit the complex by this corridor and won't leave his post unless forced to do so. He knows about the secret corridor to room 54 and may tell PCs about it to get rid of them — but reports them to Hirward at a later time.

Level Two

Roll 1d6 for each turn the PCs are on level two of the laboratory complex. If the result is a 1, roll 1d6 again to determine who or what is encountered. Encounters 2-5 are met only once; count future rolls of these numbers as rolls of 1.

1. 1-4 normal rats (AC 8; MV 15"; HD ¼; hp 2 each; #AT 1; Dmg 1; AL N). They flee from any group of more than two PCs or anyone that carries an open flame.

2. Endivic, an elven warrior (AC 5; MV 9"; F1; hp 6; #AT 1; Dmg by weapon type; AL N; *long sword +1*). He is an old friend of Hirward and is scouting for Jehanna (room 84) and carries 9 gp.

3. Bardel, a scribe (AC 10; MV 12"; zero-level human; hp 3; #AT 1; Dmg by weapon type; AL N; dagger). He has left his chamber (room 73) and is looking for help and protection from the elemental.

4-5. A lone kobold (hp 4; javelin). He is lost and scared, and carries but 19 cp.

6. The air elemental (see description at end of adventure).

56. Guardian's Cave. [no illumination] Lairing in this rough-hewn chamber is a basilisk (AC 4; MV 6"; HD 6+1; hp 31; #AT 1; Dmg 1-10; SA gaze; AL N). This horrid creature was put here by Hirward to act as a watchdog for the laboratory areas and to restrict unnecessary travel between the labs and room 22 at the top of the stairs. The basilisk is awake only 50% of the time, as it has become lazy from good treatment.

A stout iron chain, 25' long, tethers the basilisk to the middle of the west wall. Thus, the safest way to cross this room is to feel one's way along the east wall without a lamp or torch, since looking at the basilisk is hazardous. The reptile wears a silver-iron collar (2,750 gp) enchanted with a *protection from normal missiles* spell.

A corridor leads south from this room to a flight of stairs. The stairs ascend to a corridor outside the fungi maintenance room (room 23).

57. Storage Lab. [no illumination] New materials, as well as finished or abandoned projects from the laboratories, are stored here. Crates and boxes containing everything from iron bars to weak acids to brass scales are kept in the northeast corner of the room. The actual contents of the crates should be determined by the DM if necessary.

The western half of the room once contained several tables and benches covered with completed potions and other items. The tables have been overturned, and broken glass, ceramic shards, and a multicolored pool of liquid cover the floor. A careful search of the mess reveals one unbroken flask containing a *potion of extra-healing*, and a ceramic vial filled with a mild acid (1-6 hp damage if used as a weapon).

58. Botany Lab. [no illumination] The overturned benches, scattered plants, and broken glass seem to indicate that something big came barreling right through this room. Several jars containing plants are still unbroken, but none are useful to the PCs. Sprawled under a pile of broken equipment and plants are two dead kobolds and an unconscious human named **Borlag** (AC 10; MV 12"; zero-level human; hp 4 (now 1); #AT 0; Dmg nil). Borlag regains consciousness 1d4 rounds after player characters first enter the room.

Borlag tells the PCs that a huge tower of wind came whirling through the room and killed his kobold assistants. He was knocked unconscious when a lamp hit him in the head. Borlag wants to go to the Great Library (room 74) for help.

59. Magical Lab. [one lantern] The door to this room is locked from the inside. If PCs pound on the door, the occupants answer. **Mrem Torlac** (AC 10; MV 12"; MU2; hp 5; #AT 1; Dmg by weapon type; dagger) and **Weren Loarstone** (AC 8; MV 12"; MU6; hp 21; #AT 1; Dmg by weapon type; *dagger+1*) were both warned when the elemental was inadvertently summoned. The spells that Mrem has remaining are *unseen servant* and *enlarge*. Weren has the spells *comprehend languages, light, preserve, audible glamer*, and *haste*, and the cantrips *stir, polish, freshen*, and *gather*.

The pair were at work completing a potion when the attack occurred. The only things of value in the room, aside from magical ingredients for potion-making, are two glass flasks, each containing *potions of invisibility* (each mage has one), Weren's *dagger +1*, and a scroll of *dispel magic* at the 9th level of magic use.

60. Storeroom. [no illumination] Extra equipment, not needed at present, is stored in this room. Alembics, flasks, burners, charcoal, and many other items are stored in carefully stacked boxes.

The door to this room is open. Occupying the room are two stirges (AC 8; MV 3"/18"; HD 1+1; hp 9, 6; #AT 1; Dmg 1-3; SA blood drain; AL N) that escaped from the main lab (room 61). They attack any warm-blooded creatures that enter the room.

61. Main Lab. [three torches, one lamp] Ten long trestle tables covered with supplies take up most of the space in this room. There are several experiments and projects lined up on the tables, some only half finished. If PCs search for two turns, they find two vials of type A ingestive poison, a *potion of mammal control*, and some silver weights worth 60 gp. Nothing else in the room has any real value.

This room also contains two cages made of iron. The smaller cage has broken open and is empty; the larger one sits in a corner of the room and contains a giant poisonous snake (AC 5; MV 15"; HD 4+2; hp 25; #AT 1; Dmg 1-3; AL N) that has had its venom sacs removed — though this is not immediately obvious.

62. Rest Area. [one lantern] Four lawful-neutral humans are hiding in this room. They were warned of the elemental's rampage and have taken refuge here. They are **Vegel** (AC 9; MV 12"; zero-level human; hp 3; #AT 1; Dmg by weapon type; knife); **Elland** (AC 10; MV 12"; zero-level human; hp 2; #AT 1; Dmg by weapon type; dagger),

Nord (AC 3; MV 6"; F1; hp 8; #AT 1; Dmg by weapon type; broad sword, splinted mail), and **Zerboc** (AC 7; MV 12"; MU6; hp 16; #AT 1; Dmg by spell and weapon type; staff). Zerboc has the following spells committed to memory: *magic missile, write, preserve, shatter, item,* and *material.*

The refugees first try to parley with the adventurers for news of the dangerous elemental. If attacked, Nord, Vengel, and Elland protect Zerboc, and all four fight to the death. Each of the men has 2-16 gp.

63. Workshop. [no illumination] This room was used for the construction of simple objects. Two tables, a box of iron rods, several hammers, a pile of lumber, and many tools litter the room. In the corner of the chamber is a portable forge, weighing 250 lbs., that magically heats up when used. Four dead kobolds and a dead human lie on the floor of the room, metalworking tools still in their hands. Each wears a leather apron but has no cash.

64. Construction Chamber. [two candles] Hirward was working here when he accidentally summoned the air elemental. Sixteen candles of various colors, on brass stands, are scattered about the room. The curved east wall is scorched and blackened, and the floor near the east wall is caked with dried blood from a slain kobold.

The room also contains a lectern supporting a large, unreadable book, and an iron vise on a stand clamping a simple gold ring. In the center of the room, a broken thaumaturgic triangle surrounds an overturned (but still burning) censer made of electrum. Hirward intended to use it as a *censer of controlling air elementals,* but it is really a *censer of summoning hostile air elementals.*

The magical censer acts as a gate. If it is destroyed or broken (by a *rod of cancellation,* for example, or by smashing it with crushing blows), anything previously summoned through it will be sucked back through the remains of the censer to the creature's home plane. This would effectively rid the complex of the elemental.

65. Alchemical Lab. [eight torches, one lantern] The door to this room is barred from the inside, though 30 hp damage from an axe or mace can break it to pieces. The furnishings of this irregularly shaped chamber include a row of 24 eight-gallon urns, two large vats, several tables, some open boxes, and rows of shelves containing glass equipment, many chemicals and infusions, and several alchemical preparation manuals.

Busily working here is **Arnex**, a deaf alchemist (AC 9; MV 12"; ALC8; hp 19; #AT 0; Dmg nil; AL N). He is quietly preparing some *dust of appearance,* of which one pinch is already completed. Near Arnex are six lemon-flavored *healing* potions (two were not done correctly and heal only 1-4 hp) and a flask of red liquid which is a type C ingestive poison. Arnex ignores intruders as long as possible unless they try to steal any of the completed potions. See the Best of DRAGON® Magazine Anthology, Vol. III, for detailed information on the alchemist NPC class.

Since Arnex is deaf, he answers all questions with "What did you say?" or ignores the speaker. To converse with him, PCs must write their questions on parchment and hand them to him. He is not aware of the elemental's rampage.

66. Quarters. [no illumination] This room contains five bunks, a table, and some chairs. Hiding under one of the bunks is an apprentice brewer named **Berq** (AC 8; MV 12"; T1; hp 4; #AT 1; Dmg by weapon type; dagger). Berq is only 16 years old, and he is very frightened by the elemental. He will not leave the room unless forced. Berq was taught his thieving skills by the brewmaster and has only 5 gp and 8 sp to his name.

67. Quarters. [no illumination] Six bunks, a table, and five chairs are the spartan furnishings in this room. A careful search reveals 6-60 sp, three short swords, 8 gp, and a thin, leather-bound, magic-user's spell book containing five random first-level spells.

68. Access Chamber. [one torch] The floor of this room is littered with scattered bits of wood. All the doors are battered, and the west door is halfway off its hinges. The smell of fermenting wine and beer is strong in this room. A staircase leads to the wine storage area (room 18) above.

69. Hirward's Brewery. [four lanterns] Taking up most of the space in this room are several vats, a number of crates, two wooden hoppers, and a tool rack. Four men, the brewmaster and three apprentices, are hiding behind the vats that line the west wall. **Helgath** (AC 8; MV 12"; T3; hp 12; #AT 1; Dmg by weapon type; AL N; short sword, two daggers) is the master brewer. The apprentices (AC 8; MV 12"; zero-level humans; hp 5 each; #AT 1; Dmg by weapon type; AL LN) each wield makeshift clubs. Each man wears a leather apron.

Helgath is not very honest; he lifts money whenever he can. He has stashed 87 sp and 40 gp behind a loose stone in the north wall. The men call out to the PCs, but defend themselves if attacked. They know very little about the elemental but fear it greatly.

70. Wine Storage. [one torch] This room, like rooms 68 and 69, is permeated with the aroma of wine and beer. Twenty full barrels and casks are stacked against the east and north walls. The quality of the beverages ranges from below average to very good. One particularly large cask near the north exit is precariously balanced and will fall 85% of the time if bumped or jostled. Anyone standing within 10' of the north doorway is "attacked" by the falling cask as if by a 4-HD monster. Anyone hit by the cask suffers 1-6 hp damage.

71. Guard's Quarters. [one lamp] Eighteen bunks line the walls of this room. Two round tables with six chairs each are in the center of the room. Most of Hirward's hired mercenaries and guards sleep here. The elemental passed through this room recently, which is fairly obvious from the overturned chairs and three dead humans on the floor. Each deceased fighter has 5-20 sp. A search of the bunks reveals a total of 9-90 more sp in various secret hoards.

72. Cellblock. [one torch] The outer room is the guard station for the complex's small jail. A large table, desk, and four chairs are the room's only furnishings. Slumped over the desk lies a portly human clad in studded leather armor. At first glance he appears to be dead, but his snoring gives him away. **Pechout** (AC 6; MV 9"; F1; hp 9; #AT 1; Dmg by weapon type; AL LN; hand axe) is the jailer. He carries 16 sp, 2 gp, and a ring of keys that opens the cells.

Pechout is aware that there is a problem, but he has decided it doesn't have anything to do with him and has gone to sleep. The center desk drawer contains a ledger of everyone who has been imprisoned in the last six months. Only five names are written in it.

There are three cells in the block. The first two are empty, but the third contains a very beautiful female human. **Gwynn** (AC 10; MV 12"; MU2; hp 5; #AT 1; Dmg by weapon type; AL CN; knife) claims she was unfairly imprisoned and tortured, but she was really jailed for stealing magic components and selling them in other towns. If the need arises, Gwynn defends herself with a hidden knife. She leaves the jail area and tries to escape the complex if released.

73. Scribe Quarters. [no illumination in 73a and 73b; one lamp in 73c] The main chamber of this area (73a) has papyrus and books spread all over the floor. At one time, they were neatly stacked. A large table rests against the wall that contains the secret door. Both rooms 73b and 73c are very spartan. Each contains only a bed, writing desk, and chair. The desks are filled with ink bottles and pens.

Hiding in room 73c is **Lim** (AC 10; MV 12"; zero-level human; hp 4; #AT 1; Dmg by weapon type; AL LN; knife), one of the scribes. He surrenders unless he is attacked. All Lim knows about the crisis is that another scribe, Bardel, has gone for help (see random encounters for level two).

74. Great Library. [*continual light* from 15'-high ceiling] This immense chamber is richly decorated. A thick, plush carpet covers the floor, and the tables and bookcases are made of highly polished walnut. A statue of a robed man deep in thought occupies the center of the room. Voices can be heard coming through the closed door leading to room 75.

Stored in the 12'-high bookcases are no less than 20,000 leather-bound volumes, each of which could bring 5-60 gp in any city. The books are all labeled, and a catalog system can find any book for a potential reader in 3-6 rounds — so long as the title or author is known.

A careful search of the library reveals one of the following books every two hours:

- a tome on various ways to summon elementals;
- a 1st-level magic-user's spellbook with the name "Ahoya" written on the cover, containing five random first-level spells;
- a red book with a 15th-level *fire trap* that explodes for 16-19 hp damage if opened (a small tag on the book reads "DO NOT OPEN");
- a *tome of understanding*;
- a blank book containing a forgotten scroll of gust of wind (9th level of ability); and,
- a black book that causes readers to save vs. spells or take a -1 penalty to all saves until a *remove curse* is cast upon them, as the book is cursed.

The baneful books are kept only as curios, and none of the above books are listed in the magical file. It will be 8 + 1d8 days before any books taken from this room are missed.

75. Study. [two lanterns] This room is richly decorated, much in the same manner as room 74. Six valuable vases of gnomish work (160 gp value each) add to the room's elegant decor. In the northeast corner, a suit of gnome-sized plate mail holds a 5'-long halberd. The plate mail suit is supported by an internal wire framework.

Four humans are seated at a round table, debating what course of action to take against the elemental. The elderly man in yellow garb is **Darrin** (AC 9; MV 9"; MU9; hp 28; #AT 1; Dmg by spell or weapon type; AL N). His assistant, a beautiful woman named **Ahoya** (AC 10; MV 12"; MU4; hp 12; #AT 1; Dmg by spell or weapon type; I 16, Ch 16; AL LN; dagger), is seated to his right. **Vonrall** (AC 5; MV 9"; C6; hp 35; #AT 1; Dmg by weapon type; AL LN; mace, chain mail) is the tall man in religious garb. Guarding the door with a loaded heavy crossbow is the dock warden, **Medhal** (AC 5; MV 9"; F4; hp 27; #AT 1; Dmg by weapon type; AL LN; chain mail, crossbow, axe).

They know the elemental is free and dangerous, but they have no magical weapons with which to fight it. Darrin has memorized the following spells: *affect normal fires, enlarge, shield, know alignment, scare, material, plant growth,* and *stoneskin.* Ahoya can remember *grease, levitate,* and *protection from evil.* Vonrall, the complex's only cleric (a servant of Primus — *Monster Manual II,* page 91), has *bless, cure light wounds, sanctuary, hold person,* and *dispel magic.*

If anyone enters the room, Medhal shouts "Halt!" and aims his crossbow directly at the intruders if they proceed farther without permission. Darrin casts *know alignment* and tries to parley with any good or neutral parties. If they are given no alternative, they fight to the death. Otherwise, they try to talk the PCs into looking for Jehanna (room 84). These four will not accompany the PCs, however, as they fear for their safety.

76. Storage Room. [no illumination] This chamber contains lab equipment, chairs, two tables, tools for maintenance and other odds and ends. Nothing in the room is useful to the party unless the DM desires.

77. Great Hall. [four torches, 15' ceiling] This huge chamber is decorated in a grand, ornate style. The floor is of polished marble, and lavish tapestries hang against the walls. Four more tapestries lie on the floor, and one of them is torn (the work of the air elemental). In each of the room's five alcoves stands a suit of plate armor with a broad sword clenched in its gauntleted hands. Two of the suits have been knocked to the floor.

The suits of plate armor are strictly ornamental, though an enterprising adventurer may try to wear one of them. In actual combat, they protect as AC 3. Any PC wearing one of these suits who is hit by a roll of 19 or 20 must save vs. crushing blow at −2 or the armor falls apart.

A secret door is hidden behind the upright suit in the alcove at the far end of the room. The portal is activated by pressing a floor knob located next to the suit's left foot. A knob in the same place on the other side of the door can also open it. Casual inspection of the armor gives a 10% chance of noticing the knob.

The stairs in the north wall of the room lead to the lounge (room 31) on the level above. A blood and ash smear stains the marble floor in front of the south exit.

78. Hirward's Private Lab. [no illumination] The door to this room has been *wizard locked* at the 15th level. Though it is unlikely that PCs will be able to enter this room, details are given in case they do.

This chamber is a jumble of alchemical and magical equipment. Four tables

and three benches are covered with alembics, flasks, bottles, chemicals, and all sorts of tools. A locked chest hidden under one of the tables is trapped with a poisoned needle. It contains nine potions: three of *healing*, two of *mammal control*, two of *water breathing*, one of *diminuation*, and one *elixir of health*.

A locked wall cabinet contains a set of crystal flasks (total value 200 gp), two silver stirring rods (20 gp), four vials of magical scroll ink (400 gp), and a small wooden box. The box is locked, and contains two jars of *Nolzur's marvelous pigments* and a brush. If the lock of the box is picked, two poisonous darts shoot out when it is first opened.

With diligent searching (one full turn), the jumble of equipment may yield 1-3 sets of spell components for any first- or second-level magic-user spell. Hirward will be *very* upset if anything is taken from his lab!

79. Preparation Chamber. [one magical torch] The walls of this round chamber are stained a dull black and covered with many cabalistic symbols. The symbols do not detect as magic. An intricately carved clothes rack bears three black robes with gold trim. Four silver stars decorate the right shoulder of each robe. On the floor next to the rack is a wooden box. It contains 18 tallow candles plus many colored chalk sticks and four small packets of herbs.

The magical torch will not go out unless a *dispel magic* is cast upon it. This merely snuffs out the torch for 3-18 rounds.

80. Summoning Chamber. [five candles] A 10'-wide pentagram and thaumaturgic triangle are the dominant features of this chamber. Stationed at each point of the star is a magical, everburning candle. A gold censer (value 500 gp) filled with charcoal rests in the pentagram's center.

A small wooden podium with a thick book upon it is pushed against the southern wall 6' to the west of the door. The book is blank except for three spells: *blind*, *dismissal*, and *dolor*. It has an aura upon it that allows Hirward to track it down if it is stolen. Hirward used this chamber to summon various extraplanar creatures.

81. Quarters. [no illumination] The door to this room is wide open. The five bunks, two tables, and seven chairs inside are in a state of disarray. The bodies of two humans clad in scale armor lie near an overturned table. A search of the room reveals 47 sp, 19 gp, a long sword, four hand axes, and a dagger.

82. Quarters. [no illumination] This room housed four mages. While it is furnished with the usual beds, table, and chairs, it also contains a long, heavy trunk and two empty lanterns suspended from the ceiling by brass chains. A complex diagram depicting the relationship of the Inner Planes to each other has been chalked onto the north wall. A dead human in robes lies slumped over the trunk.

The trunk contains clothes, material spell components (for first-level spells only), and a sack. In the sack are 16 tigereyes (10 gp each), 75 gp, and a burned-out wand. The trunk's false back conceals four identical spell books and a book of cantrips. Each spell book contain five random first-level magic-user spells, and the fifth book contains six random cantrips.

83. Quarters. [no illumination] The door to this chamber has been ripped off its hinges. Inside the room are three overturned bunks, four broken chairs, a table, and a footlocker. A dead human in yellow robes lies under the table, and the body of a fighter with a bent broad sword lies in a heap in the northeast corner of the room. A broken lantern lies beside him.

The only item of interest in this room is the footlocker. It contains three pouches with 15 sp and 18 gp in each, clothing, and a brace of very sharp knives. There is a 10% chance of encountering the elemental in this room. Or, if the PCs have not yet encountered the elemental, and the DM feels the pace of the adventure will be better served, it *will* be encountered in this room.

84. Kurtulmak's Throne Room. [four braziers, *continual light* spell from throne, 14' ceiling] This dim room is painted with frescoes of exaggeratedly large armored and armed kobolds. Four copper braziers cast an unsteady light in the room. The door opening out into the hall is locked and shows signs of being battered. Only 20 hp damage from a blunt or chopping weapon are

necessary to break down the door.

The dominant feature of the room is a huge throne made of gold and studded with hundreds of gems. It glows with its own reddish light. One round after someone opens the door into this room, a 7'-tall kobold covered with steely scales appears on the throne. It clutches a spear and appears to have a nasty stinger at the end of its tail. In reality, this is a very complex illusion. The throne is really just carved stone inlaid with numerous cheap (1 gp) gems. The reddish glow from the throne is a variant *continual light* spell, and "Kurtulmak" is just an *advanced illusion.*

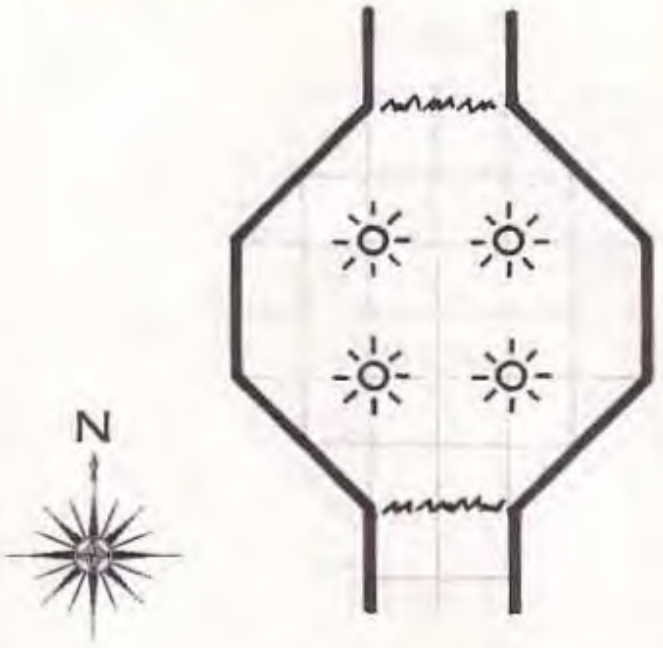
Hiding behind the throne (and controlling the illusion) is Hirward's most powerful associate, **Jehanna Fael** (AC 3; MV 12"; I11; hp 31; #AT 1; Dmg by spell or weapon type; I 17, D 17; AL LN; dagger). She wears a *pendant of invisibility* (as per the ring) and *bracers of defense* (AC 6), and carries a *dagger +1.* She has the following spells left: *chromatic orb, phantasmal force, color spray, ventriloquism, alter self, hypnotic pattern, fear, wraithform, emotion, phantasmal killer,* and *demi-shadow monsters.*

When intruders first enter the room, Jehanna uses her *ventriloquism* spell to have "Kurtulmak" demand the PCs' reason for visiting (in the kobold language, of course). If answered in the common tongue, Jehanna switches to that language. "Kurtulmak" insists that the PCs leave and is extremely arrogant. If the PCs speak of needing Jehanna's aid or inquire about her, "Kurtulmak" demands to know why they ask. Jehanna reveals herself if a good answer is given. If, however, the party is accompanied by a spell-caster from the complex, she recognizes the mage's voice and does not go through her routine with "Kurtulmak."

If the party makes hostile gestures or advances, the illusion of Kurtulmak jumps off the throne and threatens the party with a painful death. The illusion runs behind the throne if the party continues to advance. Jehanna then casts *alter self* and changes her appearance to that of Kurtulmak. She casts *phantasmal killer* at the closest enemy, followed by either *color spray* or *chromatic orb.* If the odds are bad, she turns *invisible* or casts *wraithform,* and flees to her bedroom through the secret door behind the throne.

Jehanna can be a good source of aid if befriended. She can direct PCs to any location in the complex and may give the PCs a potion or two if asked. She asks the PCs to tell all residents of the complex to gather in the Great Library (room 74). She advises the party to try to parley with the elemental or, if that fails, to attack it with magical weapons. If the PCs ask Jehanna to accompany them, she politely refuses, stating that she must get to the Great Library. Jehanna might also suggest to PCs that Hirward has something of use in his quarters — but they had better put back whatever they take! Jehanna follows the PCs invisibly to keep them honest if she discloses this bit of information.

CHAMBER OF LIGHT
Room 91



85. Jehanna's Bedroom. [one lamp] This room is locked from the corridor side. It can also be entered through the secret door behind "Kurtulmak's" throne in room 84.

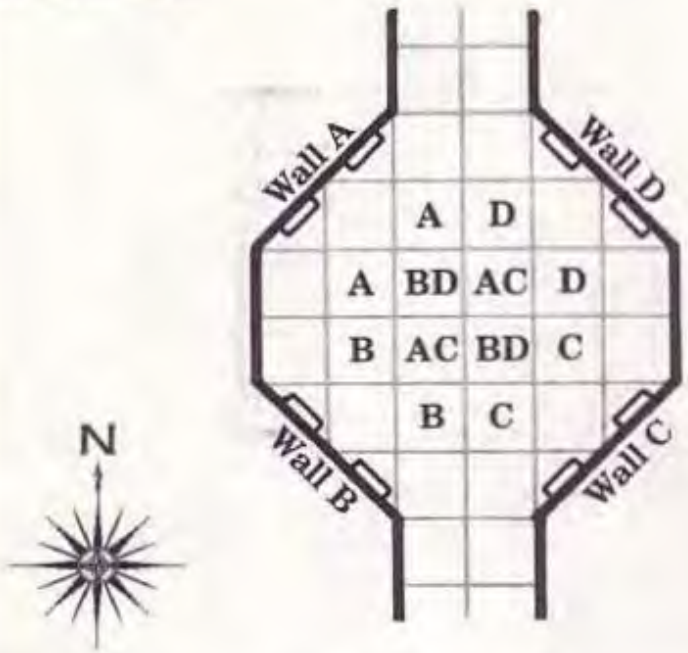
A lavish four-poster bed fills the northwest corner of the room. Jehanna's five spell books are strapped to the underside of the bed, camouflaged to look like wood. They will not be noticed unless the PCs look under the bed carefully or turn it over. Each book contains eight spells of each level from first through fifth.

Next to the bed is a writing desk and a shelf. A 12' × 10' rug covers the middle of the floor. A gold-and-silver-trimmed mirror (400 gp) hangs next to the corridor door, and robes hang on the wall to either side of the secret door.

The writing desk is locked, and Jehanna has the only key. The desk contains 20 sheets of vellum, ink pots, and a scroll containing spells of *misdirection, phantasmal force,* and *phantom armor* at the 11th level of magic use. A cache of 80 pp and eight alexandrites (100 gp each) is hidden behind the false back of the desk. The shelf holds 20 detailed clay figurines of kobolds, orcs, ogres, giants, and a yuan-ti. The figures have a value of 1-10 gp each and are used to focus concentration when casting *phantasmal force* spells.

A trapdoor concealed under the rug opens into a shallow niche. The trapdoor is locked, and the key is in the pocket of one of the robes. The niche contains four sacks of 250 gp and four potions: two of *healing,* one of *human control,* and one of *levitation.*

CHAMBER OF DEATH
Room 92



86. Storeroom. [no illumination] This room contains maintenance tools and equipment of no real use to the PCs. Six giant rats (AC 7; MV 12"//6"); HD ½; hp 3 each; #AT 1; Dmg 1-3, SA 5% chance of disease; AL N) have recently moved into this room. They scurry to attack anyone who pokes around in their lair.

87. Quarters. [one torch] The door to this room has been barricaded from the inside with two bunks and a chair. Hiding in here are two apprentice mages (AC 10; MV 12"; MU0; hp 3 each; #AT 1; Dmg by weapon type; dagger) and a 1st-level prestidigitator (AC 10; MV 12"; MU1; hp 3; #AT 1; Dmg by weapon type; AL LN; dagger). They have no spells or cantrips left and won't remove the barricade unless the PCs are convincingly friendly. The rest of the room contains six bunks, two long tables, and eight chairs. Each magician has 2d10 sp and 1d6 gp as well as two daggers.

88. Guardroom. [no illumination] The door to this room is off its hinges and lying on the floor. The room's furnishings — a table, a desk, and three chairs — are now reduced to kindling. There is no one in the room. The stairs at the end of the hallway lead up to the access chamber (room 52).

89. Cleric's Quarters. [one brazier] This room is the quarters of Vonrall, the complex's only cleric. Vonrall is a worshiper of Primus, as noted in the description for room 75. Aside from a normal bed, dresser, and desk, the room conains nothing of real interest. A look through the desk reveals two holy symbols of iron and 50 gp in mixed coinage.

90. Training Chamber. [no illumination] This room is used for the training of apprentice mages and alchemists. Various texts, equipment, and tools are piled on eight tables about the room. A small shrine in one corner is dedicated to a deity of magic.

Characters who search through the equipment have an 85% chance to discover one of the following items each turn:
— a scroll containing a *read magic* spell;
— a book containing six useful cantrips;
— a bag containing 18 gp;
— a crystal ewer (100 gp);
— a scroll containing *push* and *write* spells (9th level of ability); and,
— a silver dagger (50 gp).

91. Chamber of Light. [four light beams] This octagonal chamber is devoid of all furniture. Four beams of light, each as thick as a man's wrist, stretch from floor to ceiling and mark the corners of a 10' square at the center of the room. These beams continually change colors, going through all the hues of the spectrum each round.

In each of the room's two entryways, an invisible electrical field shocks anyone contacting it for 1-10 hp of electrical damage and throws the injured being 5' back into the room.

This room is a magical trap designed by Hirward. The electrical fields are not active until someone enters the room. They then activate, trapping the unsuspecting victims inside the room. Once activated, the fields cannot be physically passed through from either direction.

The only way to deactivate the two force fields is to touch the light beams when they are blue. The force fields become dormant one round after all four beams have been touched in this manner.

92. Chamber of Death. [no illumination] This octagonal room is a complex mechanical trap set by Hirward to deter intruders from reaching his personal abode. A cautious person can get through safely, but foolhardy adventurers are in for a lot of trouble.

Four of the chamber's walls (A, B, C, and D) are decorated with bas-reliefs of leering faces with open mouths. Each face is really a reloading dart thrower that spews forth two steel darts whenever someone steps on a flagstone keyed to that wall. For example, if someone steps on a tile marked A, darts are shot out of the bas-relief on wall A. Stepping on a tile marked AC triggers four dart attacks, two each from walls A and C.

Each dart causes 1-3 hp damage and hits its target on a roll of 12 or better. A save vs. poison must be made by a victim of a dart hit or that individual takes 5-20 hp poison damage.

93. Checkerboard Room. [no illumination] An unlit lantern hangs on the west wall just north of the entrance to the stairs coming up from the storeroom (room 54). Turning a knob on the lanter causes it to give off light bright

enough to light the entire room. The lantern burns for four hours before it must be refilled with oil.

This room is another deterrent to foil intruders and keep people out of Hirward's private area. The floor is divided into 25 squares — 13 red and 12 yellow — in a checkerboard pattern. The yellow squares are perfectly safe to walk upon, but the red ones are not. Stepping on a red square causes it to magically heat up in one segment, doing 1-8 hp damage to the unlucky person.

The secret door in the east wall is opened by sliding a portion of the wall to the left.

94. Hirward's Sanctum. [four *continual light* lanterns] The private quarters of Hirward are divided into two sections by a beautiful black velvet curtain that stretches from floor to ceiling and 30' from wall to wall. Its possible retail value is an incredible 6,000 gp, but it has an encumbrance value of 3,000 gp. The room to the west of the curtain is used mostly for storage, while the eastern section is Hirward's living quarters.

Spread about the western room are several large stone sculptures from 5' to 7' tall, six iron chests full of robes and other magic-user garb, two rolled-up tapestries (800 gp each), and four divans made of ashwood.

The eastern room has an oriental decor. Four brass lanterns hanging from bronze chains shed light upon the chamber. A maplewood table sits upon a small, silk rug in the southwest corner of the chamber. Instead of a bed, six huge, overstuffed red pillows are piled near the middle of the east wall. Next to the pillows is a brass stand in the shape of a dragon and a beautiful hookah of glass and gold. A locked cabinet hangs on the east wall, and a writing desk and two benches are placed against the south wall. Two jade coffers and a wicker basket sit next to the secret door to room 93. The floor in the center of the room bears several magical inscriptions.

The silk rug and maple table are worth 450 gp and 200 gp. They weigh 20 lbs. and 25 lbs. The pillows are very cumbersome but the set could fetch 400 gp from the right buyer. The cabinet's lock is trapped with a pair of poison needles (save vs. poison or take 3-30 hp damage) that go off if the lock is picked. The cabinet seems to contain just crystal flasks and beakers (total value 300 gp), but there is a thin secret compartment on its left side that contains potions of *heroism*, *fire resistance*, and *hill giant strength*, a *philtre of persuasiveness*, and a scroll of *protection against nonmagical weapons*.

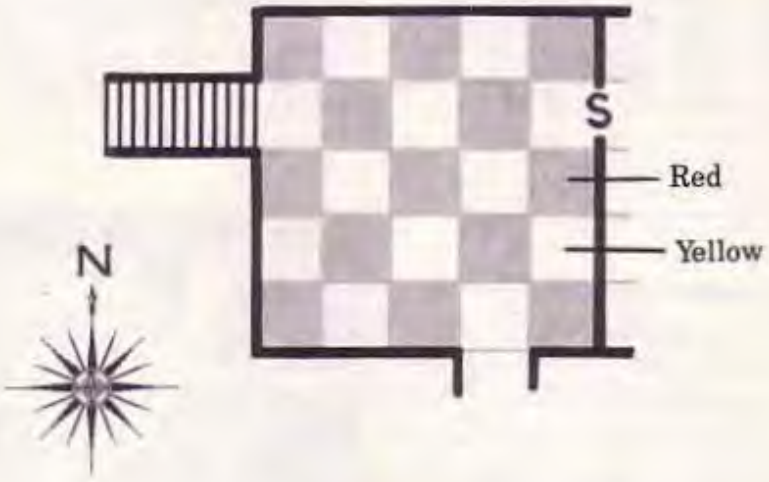
The writing desk is unlocked and contains 8 gp and some papers on the upkeep of the complex. A secret compartment in the desk contains a slip of paper with the word "Melenkuron" and a locked wooden coffer. If the coffer is not opened with its key, (which Hirward has in his belt pouch), poison gas forms in a cloud about the head of the person opening it. The gas kills anyone that breathes it unless a save vs. poison is made. In the box is a tiny, intricately carved chest that is part of a *Leomund's secret chest* spell. Speaking the word "Melenkuron" causes a larger version of the chest to be summoned. The summoned chest contains 8,000 gp, two 1,000-gp opals, a scroll of *protection vs. devils*, and all of Hirward's spell books (levels 1-7, DM's choice of spells).

The hookah is worth 900 gp, but weighs 30 lbs. and is very fragile. Anyone taking a puff from it must save vs. poison at −4. Those that fail act as if drugged (−2 to hit and half-speed movement) for 3-18 turns, while successful saves add a point to that person's dexterity for the same amount of time. The coffers are worth 250 gp each, and one contains a *knife* +2 and a *luckstone*. The other holds a loadstone.

The wicker basket contains 150 pp and a *wand of wonder* (41 charges). Guarding them, however, is an iron cobra (AC 0; MV 12"; HD 1; hp 8; #AT 1; Dmg 1-3; SA poison; SD not affected by mind spells or *webs*, nonmagical weapons do half damage; AL N) with a potent and deadly bite (save vs. poison or die; 2-12 hp damage with a successful save). It attacks when the lid of the basket is opened, gaining surprise (+2 to hit) on a roll of 1-4.

95. Rod Room [*continual light* pillar] This huge chamber is completely unadorned. The ceiling is domed, rising to 12' in the center and sloping down to 6' at the edges of the room. In the center of the chamber is a 3'-high pillar of marble with a double-H carved into it. Atop the pillar sits a velvet pillow supporting a beautiful rod.

CHECKERBOARD ROOM
Room 93



1 square = 10'

This is a *rod of cancellation*, one of Hirward's most prized possessions. It has had an *antipathy* spell cast upon it to prevent theft. Surrounding the top of the pillar is a hemispherical *wall of force*. There are three knobs set into the back of the pillar. Pressing knob 1, or the successful casting of a *dispel magic* (vs. 15th-level magic), brings the *wall* down. Pressing knob 2 reactivates the *wall*, while pressing knob 3 inflicts 1-6 hp of electrical damage.

All three knobs must be pressed after the *wall of force* is deactivated, or the pillar glows and explodes 2-5 rounds later. Everyone within 30' of the pillar takes 2-24 hp damage from the flying debris (no save).

Concluding the Adventure

There are three ways the player characters can complete the task Hirward has assigned. The first way is to defeat the elemental in combat, which will be very costly unless the party has a good plan. The second way is to use the *rod of cancellation* (room 95) or other methods to destroy the magical censer (room 64) responsible for summoning the elemental. The nullification of the object that brought the air elemental to the Prime Material Plane transports it back to its home on the Elemental Plane of Air.

A third way of fulfilling this mission is to parley with the elemental and offer it assistance. The elemental really does not want to be in Hirward's complex, as the low corridors hamper its powers. Once friendly contact with the intelligent elemental is established, the air elemental does all that it can to return home. Players can help the elemental along by using the *rod of cancellation* as described above, casting the *dismissal* spell from Hirward's spell book (room 80) upon the creature, or by their own method (possibly *dispel evil* or similar spell, as the censer's purpose in bringing the elemental was evil, though not necessarily directed at Hirward).

If Hirward was suspicious enough to follow the adventurers, he checks carefully to see if they have removed anything from his complex. When the PCs come to him for payment, Hirward suggests to them that they turn over any items taken from his home, or he deducts a portion of their reward. If they have stolen too much, he refuses to pay the party at all (at the DM's discretion).

If the player characters have stolen any magical or extremely valuable goods, Hirward may threaten to kill them — or inflict some even more gruesome punishment. He may also charge them for any purposeful damage to his labs. The PCs should beware Hirward's wrath if they have killed any of his faithful sevants.

Characters that raid Hirward's home and flee the area are in trouble, for Hirward gathers his retainers and tracks down the renegades. It takes Hirward 1-3 days to prepare for the chase. Each day thereafter, there is a 10% cumulative chance of Hirward catching up to the party. Hirward demands his treasures back before attacking. If he is refused, he uses all of his power to destroy the player characters . . . (and there is nothing angrier than a wizard who has been cheated!)

If the party successfully rids the complex of the elemental without angering Hirward, he is extremely pleased. He pays the player characters and holds a lavish feast in their honor. The PCs have made a powerful friend, and this alliance can lead to more adventures!

HIRWARD'S AIR ELEMENTAL

ARMOR CLASS: *2*
MOVE: *36"*
HIT DICE: *16*
HIT POINTS: *92*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *5-30*
SPECIAL ATTACKS: *Whirlwind, wind blast*
SPECIAL DEFENSES: *+2 weapon required to hit*
INTELLIGENCE: *Very*
ALIGNMENT: *Neutral*
SIZE: *L*
LEVEL/XP VALUE: *IX/9,240 XP (if slain) or 4,620 XP (if otherwise removed)*

The air elemental is very angry at being summoned and confined in such a small place, but it is not totally berserk. It is intelligent and will speak if spoken to or if reduced to less than 40 hp. The air elemental knows the common tongue as well as its own language.

Like other air elementals, this one can form in one turn a whirlwind that last but one melee round. This exceptional whirlwind can kill all creatures under 4 HD, and it does 3-18 hp damage to all others it catches. The whirlwind formed is 20' across the base, 60' across the top, and is 160' high. However, the whirlwind cannot be formed within Hirward's complex. If in combat in the air, this elemental gets a +1 to hit and +2 hp to each die of damage caused. Once each turn, this exceptionally powerful elemental can fire a blast of wind which acts as a *push* spell from a 16th-level magic-user and does 2-12 hp damage. The elemental's primary goal is to return to its home plane, but it is very frustrated and does not care about the property damage or injury it inflicts.

AVAILABLE NOW IN YOUR BOOKSTORE OR HOBBY SHOP.

SNARFQUEST™
THE BOOK
$9.95
BY ELMORE
HEY, CHECK DIS OUT! 142 PAGES OF ART, DA COMPLETE STORY OF SNARF'S QUEST FOR DA CROWN, PLUS 2 FULL-PAGE COLOR POSTERS AND A NEW FULL-COLOR, NEVER-BEFORE-PUBLISHED STORY! OHYEAH! EIGHT OF DA MAIN CHARACTERS ARE GIVEN ADVANCED D&D® GAMING STATS!
TSR, Inc.
"PRODUCTS OF YOUR IMAGINATION"

SNARFQUEST is a trademark owned by Larry Elmore and used under license.
DRAGON is a registered trademark of TSR Inc. The TSR logo is a trademark owned by TSR Inc.
©1987 Larry Elmore. All Rights Reserved. Printed in U.S.A.